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***ICG- Procedure calls***



## *Procedure calls*



- Procedure is an important and frequently used programming construct for a compiler.
- It is used to generate good code for procedure calls and returns.
- **Calling sequence:**
- The translation for a call includes a sequence of actions taken on entry and exit from each procedure. Following actions take place in a calling sequence:
- When a procedure call occurs then space is allocated for activation record.
- Evaluate the argument of the called procedure.



## *Procedure calls*



- Establish the environment pointers to enable the called procedure to access data in enclosing blocks.
- Save the state of the calling procedure so that it can resume execution after the call.
- Also save the return address. It is the address of the location to which the called routine must transfer after it is finished.
- Finally generate a jump to the beginning of the code for the called procedure.

**Let us consider a grammar for a simple procedure call statement**

$S \rightarrow \text{call id}(\text{Elist})$

$\text{Elist} \rightarrow \text{Elist}, \text{E}$

$\text{Elist} \rightarrow \text{E}$



## *Translation scheme for Procedure calls*



Production Rule	Semantic Action
$S \rightarrow \text{call id}(\text{Elist})$	for each item p on QUEUE do GEN (param p) GEN (call id.PLACE)
$\text{Elist} \rightarrow \text{Elist}, E$	append E.PLACE to the end of QUEUE
$\text{Elist} \rightarrow E$	initialize QUEUE to contain only E.PLACE

- Queue is used to store the list of parameters in the procedure call.



# *Summarization*