

```

use std::fs::File;
use std::env;
use std::io::prelude::*;
use sexp::*;

fn parse_expr(s : &Sexp) -> Expr {
    match s {
        Sexp::Atom(I(n)) =>
            Expr::Num(I32::try_from(*n).unwrap()),
        Sexp::List(vec) =>
            match &vec[..] {
                [Sexp::Atom(S(op)), e] if op == "add1" =>
                    Expr::Add1(Box::new(parse_expr(e))),
                [Sexp::Atom(S(op)), e] if op == "sub1" =>
                    Expr::Sub1(Box::new(parse_expr(e))),
                _ => panic!("parse error")
            },
            _ => panic!("parse error")
    }
}

fn compile_expr(e : &Expr) -> String {
    match e {
        Expr::Num(n) => format!("mov rax, {}", *n),
        Expr::Add1(subexpr) =>
            compile_expr(subexpr) + "\nadd rax, 1",
        Expr::Sub1(subexpr) =>
            compile_expr(subexpr) + "\nsub rax, 1"
    }
}

fn main() -> std::io::Result<()> {
    let args: Vec<String> = env::args().collect();

    let in_name = &args[1];
    let out_name = &args[2];

    let mut in_file = File::open(in_name)?;
    let mut in_contents = String::new();
    in_file.read_to_string(&mut in_contents)?;

    let sExpr = parse(&in_contents).unwrap()
    let expr = parse_expr(&sExpr);
    let result = compile_expr(&expr);
    let asm_program = format!(
        section .text
        global our_code_starts_here
        our_code_starts_here:
        {}
        ret
    ", result);

    let mut out_file = File::create(out_name)?;
    out_file.write_all(asm_program.as_bytes())?;

    Ok(())
}

```

src/main.rs

```

pub enum Sexp {
    Atom(Atom),
    List(Vec<Sexp>),
}
pub enum Atom {
    S(String),
    I(i64),
    F(f64),
}

```

Why is `Vec<Box<Sexp>>` or `Box<Vec<Sexp>>` not used above?

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`"(sub1 (sub1 (add1 73)))"`

Assume we run main with a file containing the contents above.

What does the stack & heap look like when `format!("mov rax, {}", *n)` evaluates?

Let's add (+ <expr> <expr>) to the compiler!

```
(*  
expr := <number>  
| (add1 <expr>)  
| (+ <expr> <expr>)  
*)  
enum Expr {  
    Num(i32),  
    Add1(Box<Expr>),  
  
}
```

```
fn compile_expr(e : &Expr, ) -> String {  
    match e {  
        Expr::Num(n) => format!("mov rax, {}", *n),  
        Expr::Add1(subexpr) => {  
            compile_expr(subexpr) + "\nadd rax, 1"  
        },  
        Expr::Plus(e1, e2) => {  
        }  
    }  
}
```

```
let e1_instrs = compile_expr(e1);  
let e2_instrs = compile_expr(e2);  
e1_instrs + "\n mov rbx, rax"  
+ e2_instrs + "\n add rax, rbx"
```

```
let e1_instrs = compile_expr(e1, si);  
let e2_instrs = compile_expr(e2, si + 1);  
let stack_offset = si * 4;  
format!("  
    {e1_instrs}  
    mov [rsp - {stack_offset}], rax  
    {e2_instrs}  
    add rax, [rsp - {stack_offset}]  
")
```

(+ (100 50) 2)

(+ 500 (+ 10 3))

```
(let (x (let (y 10) (add1 y)))  
  (sub1 x))
```

- A. 9
- B. 10
- C. 11
- D. 12
- E. Error

```
(let (x (let (x 10) (add1 x)))
  (sub1 x))
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