

CS 490 – Translation

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27 October 2000

1 Views

```
 $\mathcal{D}[\![\text{view } T.v(\tau_1 \ x_1, \dots, \tau_n \ x_n)\{y_1 = x_1; \dots; y_n = x_n\}]\!] =$ 
  method Object [] v$() {
    Object [] o = new Object [n];
    o[0] = wrap y_1;
    :
    o[n - 1] = wrap y_n;
    return o;
  }

 $\mathcal{D}[\![\text{view } T(\tau_1 \ x_1, \dots, \tau_n \ x_n)\{y_1 = x_1; \dots; y_n = x_n\}]\!] =$ 
  method Object [] T$() {
    Object [] o = new Object [n];
    o[0] = wrap y_1;
    :
    o[n - 1] = wrap y_n;
    return o;
  }
T(\tau_1 \ x_1, \dots, \tau_n \ x_n)\{y_1 = x_1; \dots; y_n = x_n\}
```

2 Switch

```
 $\mathcal{D}[\![\text{switch } v \ \{\text{case } \tau_1 \ R_1; \dots; \text{case } \tau_n \ R_n\}]\!] =$ 
  Object [] o;
   $\mathcal{D}[\![\tau'_1(\tau_{1,1} \ R_{1,1}, \dots, \tau_{1,n_1} \ R_{1,n_1}), \dots, \tau'_k(\tau_{k,1} \ R_{k,1}, \dots, \tau_{k,n_k} \ R_{k,n_k})]\!]$ 

 $\mathcal{D}[\![\tau'_1(\tau_{1,1} \ R_{1,1}, \dots, \tau_{1,n_1} \ R_{1,n_1}), \dots, \tau'_k(\tau_{k,1} \ R_{k,1}, \dots, \tau_{k,n_k} \ R_{k,n_k})]\!] =$ 
  if (v instanceof  $\tau'_1$ ) {
     $\tau'_1 \ v\$ = (\tau'_1)v;$ 
     $\mathcal{D}[\![t_{1,1} \ R_{1,1}, \dots, \tau_{1,n_1} \ R_{1,n_1}]\!] \tau'_1$ 
  } else if (v instanceof  $\tau'_2$ ) {
    :
  } else if (v instanceof  $\tau'_k$ ) {
     $\tau'_k \ v\$ = (t'_k)v;$ 
     $\mathcal{D}[\![\tau_{k,1} \ R_{k,1}, \dots, \tau_{k,n_k} \ R_{k,n_k}]\!] \tau'_k$ 
  }
```