

-- ICompiler.config Edited by Sandman on October 6, 1977 10:42 AM

-- This is exactly the same as XMCompiler.Config, except for  
-- the control module BootNewCompiler and the IMPORTS used by it.

-- Wart starts everybody; control modules really aren't yet.

ICompiler: CONFIGURATION

```
IMPORTS BFSDefs, DirectoryDefs, FrameDefs, ImageDefs, IODefs, MiscDefs, FontDefs, DisplayDefs, Segmen
**tDefs, StreamDefs, StringDefs, SystemDefs, TimeDefs
CONTROL BootNewCompiler =
BEGIN
```

SymCache: CONFIGURATION

```
IMPORTS StringDefs, SegmentDefs
EXPORTS SymbolTableDefs
CONTROL SymbolCache =
BEGIN
-- throw away exports
a ← s0: SymbolTable[];
b ← s1: SymbolTable[];
c ← s2: SymbolTable[];
d ← s3: SymbolTable[];
SymbolCache[s0,s1,s2,s3,SegmentDefs];
END;
```

P1: CONFIGURATION

```
IMPORTS ComData, CompilerDefs, IODefs, LitDefs, SegmentDefs, StreamDefs, StringDefs, SymTabDefs, Sy
**stemDefs, TableDefs, TreeDefs
EXPORTS CompilerDefs
CONTROL Pass1 =
BEGIN
Pass1;
Pass1T;
Scanner;
Parser;
END;
```

P3: CONFIGURATION

```
IMPORTS ComData, CompilerDefs, CopierDefs, ErrorDefs, LitDefs, SymTabDefs, SymbolTableDefs, SystemD
**efs, TableDefs, TreeDefs, TypePackDefs
EXPORTS CompilerDefs, CopierDefs
CONTROL Pass3 =
BEGIN
Pass3;
Pass3D;
Pass3I;
Pass3S;
Pass3X;
SymbolCopier;
END;
```

P4: CONFIGURATION

```
IMPORTS ComData, CompilerDefs, CopierDefs, ErrorDefs, LitDefs, StringDefs, SymTabDefs, SystemDefs,
**TableDefs, TreeDefs, TypePackDefs
EXPORTS CompilerDefs
CONTROL Pass4 =
BEGIN
Pass4;
Pass4B;
Pass4D;
Pass4L;
Pass4S;
Pass4Xa;
Pass4Xb;
END;
```

P5: CONFIGURATION

```
IMPORTS ComData, CompilerDefs, ErrorDefs, IODefs, LitDefs, StreamDefs, StringDefs, SymTabDefs, Syst
**emDefs, TableDefs, TreeDefs
EXPORTS CompilerDefs
CONTROL Code =
BEGIN
Code;
Driver;
OpTable;
```

```
Address;
Stack;
Flow;
Calls;
Store;
Expression;
FlowExpression;
Statement;
OutCode;
Peephole;
Jumps;
Final;
END;

-- Compiler utilities
Allocator;
Misc;
SymbolTable;
SymTab;
SymCache;
TreePack;
ObjectOut;
TypePack;
FilePack;

-- Compiler passes
P1;
Pass2;
P3;
P4;
P5;

-- Compiler control
Control;
ComData;
Debug;
Error;
BootNewCompiler;

END.
```