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## Identification

"Left-hand" expression evaluator

## setvalue

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## <u>Purpose</u>

The probe command must accept requests of the form

set <u>variable</u> = <u>expression</u>

where <u>expression</u> is an ordinary debugging expression and <u>variable</u> is a variable name, a subscripted variable, or a "pseudo-variable" (in the sense used in the PL/I manual) as in the request

set c(alpha\$7) = 0

or even worse,

set substr(unspec(a(7)),7,1) = "0"b

The procedure <u>setvalue</u> is the complement of the procedure <u>evaluate</u> described in BY.6.04. It takes a tree-structured representation of an expression (from the left-hand-side of an assignment) and sets the contents of the data referred to by it to a specified value, making whatever data-type conversions are necessary. Normally the specified value has been obtained previously through a call to <u>evaluate</u> for an expression on the right-hand-side of an assignment.

## <u>Usage</u>

The call is

call setvalue (tree\_pointer, data\_pointer, node\_pointer);

The declaration associated with the arguments is:

dcl (tree\_pointer, data\_pointer, node\_pointer)ptr;

Tree\_pointer points to an operator-operand tree representation (created by <u>parse</u>: see BY.6.01) of an expression which might have appeared on the left-hand-side of an assignment.

Data\_pointer and node\_pointer give a value previously produced by <u>evaluate</u>. (See BY.6.04: Data\_pointer points to raw data and node\_pointer points to a genuine or imitation symbol table entry which gives information as to how the data is to be interpreted.)

<u>Setvalue</u> scans the tree, calling <u>evaluate</u> to evaluate subscripts etc., and sets the value of the data referred to the value given by data\_pointer and node\_pointer.

Eventually <u>setvalue</u> will recognize all of the functions called "pseudo-variables" in the PL/I manual (these are the functions allowed on the left-hand-side of an assignment statement) and the <u>c</u> and <u>cr</u> ("contents" and "contents of register") functions of the debugging language, and will handle subscripted variables properly. The initial implementation will not handle subscripting, and will handle only the <u>substr</u>, <u>c</u>, and <u>cr</u> functions.