

Level Procedures 1  
 \*\*\* Compilers 31/7/76

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manifest
§m
    PreviousLevel[L] = L↓0
5    LevelType[L] = L↓1
    Generation[L] = L↓2
    NameList[L] = L↓3

    UpdatePreviousLevel[L, P] is L↓0 := P
10   UpdateLevelType[L, T] is L↓1 := T
    UpdateGeneration[L, G] is L↓2 := G
    UpdateNameList[L, N] is L↓3 := N

    PreviousNameBlock[N] = N↓0
15   NameType[N] = N↓1
    || Generation[N] = N↓2
    NextName[N] = N↓3
    NameVal[N] = N↓4
    NameNo[N] = N↓5
20   NameField[N] = N↓6

    UpdatePreviousNameBlock[N, P] is N↓0 := P
    UpdateNameType[N, T] is N↓1 := T
    || UpdateGeneration[N, G] is N↓2 := G
25   UpdateNextName[N, V] is N↓3 := V
    UpdateNameVal[N, V] is N↓4 := V
    UpdateNameNo[N, V] is N↓5 := V
    || UpdateNameField[N, F] is N↓6 := F

30   NameBlock[N] = NameVec↓(ValPart[N])
    UpdateNameBlock[N, NB] is NameVec↓(ValPart[N]) := NB

    IsCType[C, T] = (C ∧ TPEMASK) = T

35   UpdateCh[C] is
    §U
        Ch := C
        ChType := TypePart[C]
    §U
40   BackUp[C] is
    §BU
        PutBack[In, Ch]
        UpdateCh[C]
45   §BU

    Insert[C] is
    §C
        Send[Ch]
50   UpdateCh[C]
    §C

    MayPrecede[x, y] = Generation[x] < Generation[y]
55 §m

    let SetLevel[L] be
    §SL
        let A = CommonAncestor[PresentLevel, L]
60   until PresentLevel = A do UpOneLevel[]
        DowntoLevel[L]

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$SL

and UpOneLevel[] be
65 $UOL
    let p = NameList[PresentLevel]
    until p = NILNAME do
        $ UpdateNameBlock[NameField[p], PreviousNameBlock[p]]
        p := NextName[p]
70    $
    PresentLevel := PreviousLevel[PresentLevel]
$UOL

and DowntoLevel[L] be
75    unless PresentLevel = L do
        $DL
            DowntoLevel[PreviousLevel[L]]
            $ let p = NameList[L]
            until p = NILNAME do
80                $ UpdatePreviousNameBlock[p, NameBlock[NameField[p]]]
                UpdateNameBlock[NameField[p], p]
                p := NextName[p]
            $
            PresentLevel := L
85    $DL

and CommonAncestor[x, y] = (x = y) → x,
    MayPrecede[x, y] → CommonAncestor[x, PreviousLevel[y]],
    CommonAncestor[PreviousLevel[x], y]
90

let Read[] be
$R
    UpdateCh[Next[In]]
95    switchon ChType into
    $S
        case NEWLINE:
            LineNo := ValPart[Ch]
            endcase
100
        case GET:
            GetNo := ValPart[Ch]
            endcase

        case NEWLEVEL:
            SetLevel[StructureVec + ValPart[Ch]]
            endcase

        case TYPEMASK:
110            Error[5, HARD, DUMMY, Finish]

        case DUMMY:
            loop

115    default: return
    $S
    SpecSend[Ch]
$R repeat
120 and Scan[] be
    $S
        Send[Ch]
        Read[]
    $S
125

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