

# CSE 231: Assignments and Blocks

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$S_1 ; S_2 ; S_3$

## Assignments and Blocks

Next, we add **imperative** features, starting with

- **assignments** that let us *update* values of variables,
- **blocks** that let us *sequence* multiple expressions.

These are a stepping stone towards then adding **loops**.

Concrete Syntax  $(\text{set! } \underline{x} \ \underline{e})$   
 $(\text{block } \underline{e}_1 \ \underline{e}_2 \ \underline{e}_3 \ \dots \ \underline{e}_n)$

```
<expr> := ...
| (set! <ident> <expr>) -- update variable
| (block <expr>+) -- sequence exprs
```

## QUIZ: Abstract Syntax

First, lets fill in the cases for set! and block

```
enum Expr {
  // ...
}
```

## QUIZ: Semantics of set! and block

Program

Result

```
(let (x 5)
  (set! x 10))
```

→ 10

```
(let (x 10)
  (let (y (set! x (+ x 5)))
    (+ x y)))
```

→ 30

```
(let (x 5)
  (block
    (set! x (+ x 100))
    x))
```

→ 105

let (i 0)  
let (res 0)

(Loop  
if (= i 100)  
(break res)  
(block (set! i (+ i 1))  
(set! res (+ res i))))

var i = 0  
var res = 0  
while i ≠ 100 {  
  res += i  
  i += 1  
}

res  
i + 1  
3  
res

### QUIZ: Evaluator

Lets fill in the cases for the eval function.

```
fn eval(expr: &Expr, env: &Env) -> i64 {
  match expr {
    // ...
    Expr::Set(x, e) => {
      _____
      _____
      _____
    }
    Expr::Block() => {
      _____
      _____
      _____
      _____
      _____
    }
  }
}
```

- How to
- Update a variable?
  - Sequence expressions?

### QUIZ: Assembly for set! and block

Complete the assembly code for

*Program*

```
(let (x 10)
  (let (y (set! x (+ x 1)))
    x))
```

*Assembly*

```
mov rax, 20
mov [rbp - 8.1], rax
mov rax, [rbp - 8.1]
add rax, 2
_____
_____
_____
```

```
(let (x 10)
  (block
    (set! x (+ x 1))
    x
  ))
```

```
mov rax, 20
mov [rbp - 8.1], rax
mov rax, [rbp - 8.1]
add rax, 2
_____
_____
_____
```

*QUIZ: Strategy for set! and block*`(set! x e)``(block  
 e0  
 e1  
 e2  
)`**Compilation Code**Let's fill in the cases for `compile_expr` for `set!` and `block`

```

fn compile_expr(expr: &Expr, env: &Env) -> String {
  match expr {
    // other cases ...
    Expr::Set(x, e) => {

    }

    Expr::Block(es) => {

    }
  }
}

```