

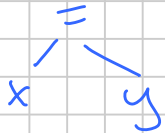
# Address expressions for Pascal

- location = level, offset, indirect

MPC object  
 / location constant

Scalar variable l, off, ind

	x	2, -4
	y	2, -8
WASN	-12@2	← -8@2 [y]
WASN	-4@2	← -12@2 [x]



- Records r.f → lookup int type of r → offset c

r.f → l, off not indirect

r.f → l, off + c not indirect

compile time operation

indirect r.f r l, off, \* = indirect  
 t1 2, -16

compute address  
 use value

WADD -16@2 ← off@l, c

WSUB -20@2 ← \* -16@2, -4@2

r.f - x