

NAME

lc – LIL compiler

SYNOPSIS

lc [**-c**] [**-p**] [**-P**] file ...

DESCRIPTION

Lc is the UNIX LIL compiler. It accepts three types of arguments:

Arguments whose names end with '.l' are taken to be LIL source programs; they are compiled, and each object program is left on the file whose name is that of the source with '.o' substituted for '.l'. The '.o' file is normally deleted, however, if a single LIL program is compiled and loaded all at one go.

The following flags are interpreted by *lc*.

- c** Suppress the loading phase of the compilation, and force an object file to be produced even if only one program is compiled.
- p** if loading takes place, replace the standard startup routine by one which automatically calls the *monitor* subroutine (III) at the start and arranges to write out a *mon.out* file at normal termination of execution of the object program. An execution profile can then be generated by use of *prof* (I).
- P** Run only the string preprocessor on the named LIL programs, and leave the output on corresponding files suffixed '.i'.

Other arguments are taken to be object programs or perhaps libraries of routines. These programs, together with the results of any compilations specified, are loaded (in the order given) to produce an executable program with the name **a.out**.

FILES

file.l	input file
file.o	object file
a.out	loaded output
/tmp/ctm?	temporary
/lib/l[01]compiler	
/lib/crt0.o	runtime startoff
/lib/mcrt0.o	runtime startoff for monitoring.
/lib/libc.a	builtin functions, etc.

SEE ALSO

“Programming in LIL: a tutorial,” LIL Reference Manual,
monitor (III), prof (I), cdb (I), ld (I).

DIAGNOSTICS

The diagnostics produced by LIL itself are intended to be self-explanatory.

BUGS

Creates temporary symbols of the form ‘.octal’, which might conflict with user defined symbols.