Roll No.

Total Pages : 3

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COMPILER DESIGN Paper–PC-CS-302A

Time : Three Hours]

[Maximum Marks: 75

Note : Attempt *five* questions in all, selecting at least *one* question from each unit. All questions carry equal marks.

UNIT-I

- 1. (a) Describe in brief the tasks performed at various phases of a compiler.
 - (b) What is the purpose of compiler construction tools? Describe some commonly used compiler construction tools.
- 2. What is a regular expression? How are the terms 'regular expression' and 'finite automata' related? What is the significance of regular expression in Lexical Analysis phase? Write the regular expression for a set of strings consisting of even number of a's followed by odd number of b's. Construct NFA for the above regular expression.

UNIT-II

3. (a) What is the importance of a parser in Compiler? What is the role of abstract syntax trees in parsing?

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- (b) Define context free grammar and its relationship with parsing using a suitable example. When is a grammar said to be ambiguous?
- **4.** What are the different types of Top-down parsing techniques? Bring out the distinction between shift-reduce parsing and recursive descent parsing.

UNIT-III

- 5. Why is three-address code preferred in compilers? What do you mean by the quadruple and triple representation of three-address code? Explain using suitable examples.
- 6. Answer the following in brief in the context of symbol table :
 - (a) What is the information contained in a symbol table?
 - (b) Describe the commonly used data structures to create symbol tables.
 - (c) How is the symbol table manipulated at various phases of compilation?

UNIT-IV

- 7. Answer the following questions in brief :
 - (a) Distinguish between Machine dependent and Machine independent optimization.
 - (b) What are the various constructs in a program that act as basic blocks?

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- (c) How does heap allocation manage run time storage requirement?
- **8.** How does peephole optimization transform source code into an optimized code? Also describe the kind of optimizations that can be performed in a loop.



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