8M

6M

6M

Hall Ticket Number:									

Na	vom	HII/IV B.Tech (Regular/Supplementary) DEGREE EXAMINAT		***
		mation Technolog	_•	
		emester	Compiler Designation	,
Tim	e: Th	ree Hours	Maximum: 60 Mar	rks
Ans	wer Ç	Question No.1 compulsorily.	(1X12 = 12 Mar)	
Ans		DNE question from each unit.	(4X12=48 Mar)	
1	Ar	nswer all questions	(1X12=12 Marks	s)
	a)	Define assembler.		
	b)	Define symbol table.		
	c)	Define lexeme.		
	d)	List the possible actions can make in shift-reduce parsing.		
	e)	Define reduce/reduce conflict.		
	f)	Define syntax-directed definition.		
	g)	Define control stack.		
	h)	Define activation record.		
	i)	Define call by reference.		
	j)	Define register allocation.		
	k)	Define basic block		
	1)	Define flow graph.		
		UNIT I		
2	a)	Illustrate phases of compiler with an assignment statement $a=(b+c)*(b+c)*2$	8N	1
	b)	Find whether the following grammar is LL(1) or not	4N	1
		S-> abSa aaAb		
		A->baAb b		
		(OR)		
3	a)	Find the predictive parser for the following grammar and parse the sentence id+	id*id 8N	1
		$E \rightarrow E + T \mid T$		
		$T \rightarrow T^*F F$		
		$F \rightarrow (E) id$		
	b)	Differentiate the lexical analysis with parsing.	4N	1
		UNIT II		
4	a)	Construct the SLR parsing table for the grammar	8N	1
		S->(L) a		
		L->L,S S		
	b)	Construct Syntax tree for $b + 5 - a$	4N	1
		(OR)		
5	a)	Construct the LALR parsing table for the grammar	8N	1
		S->L=R R		
		L->*R id		
		R->L		
	b)	Illustrate the construction of input/output translator with Yacc.	4N	1
		UNIT III		
6	a)	Illustrate stack and heap storage allocation strategies for strings and records.	8N	1
	b)	Demonstrate the representing of scope information.	4N	1
		(OR)		
7	a)	Explain register assignment and allocation with an example.	4N	1
	h)	Damonstrata different data structuras to symbol tables	QN	Л

block.

Describe simple target machine model.

Demonstrate different data structures to symbol tables

b)

a)

b)

8

9 a) Illustrate back patching. 4M
b) Illustrate the issues in design of code generator 8M

UNIT IV

Demonstrate determining the liveness and next-use information for each statement in a basic



		Compiler design schema				
1	Aı	nswer all questions (1X12=12 Marks)			
	a)	Define assembler.	1M			
	b)	Define symbol table.	1M			
	c)	Define lexeme.				
	d)	List the possible actions can make in shift-reduce parsing.	1M			
	e)	Define reduce/reduce conflict.	1M			
	f)	Define syntax-directed definition.	1M			
	g)	Define control stack.	1M			
	h)	Define dynamic storage allocation.	1M			
	i)	Define call by reference.	1M			
	j)	Define register allocation.	1M			
	k)	Define basic block	1M			
	I)	Define CISC	1M			
		UNIT I				
2	a)	Illustrate phases of compiler with an assignment statement $a=(b+c)*(b+c)*2$	8M			
An	s:	Diagram-2M				
		Explanation-3M				
		Example-3M				
2	b)	Find whether the following grammar is LL(1) or not	4M			
		S-> abSa aaAb				
		A->baAb b				
An	s:	Procedure-2M				
		Result-1M				
		(OR)				
3	a)	Find the predictive parser for the following grammar and parse the sentence (a+b)*	*c 9M			
		$E \rightarrow E + T T$				
		$T \rightarrow T^*F F$				
Α		$F \rightarrow (E) id$				
An	S:	Procedure-3M				
-	h\	Table-6M	20.4			
3	b)	Differentiate the lexical analysis with parsing.	3M			
An	S:	Any 3 differences- 3M				
1	۱ ۵۱	UNIT II	ONA			
4	a)	Construct the SLR parsing table for the grammar	8M			
		S->(L) a L->L,S S				
An	· ·	Procedure-3M				
AII	3.	Table-5M				
4	b)	Construct Syntax tree for $b + 5 - a$	4M			
An	1	Tree -4M	4111			
	J.	(OR)				
5	a)	Construct the LALR parsing table for the grammar	8M			
	~,	S->L=R R	0.171			
		L->*R id				
		R->L				
An	s:	Procedure-3M				
		Table-5M				
5	b)	Illustrate the construction of input/output translator with Yacc.	4M			
	•	* *				

An	s:	Diagram-2M			
	Explanation-2M				
		UNIT III			
6	a)) Illustrate stack and heap storage allocation strategies for strings and records.			
An	Ans: Stack storage allocation-3M				
	Heap storage allocation -4M				
6	b)	Demonstrate the representing of scope information.			
An	s:	Explanation-5M			
		(OR)			
7	a)	Explain register assignment and allocation with an example.	5M		
An	Ans: Explanation -3M				
		Example-2M			
7	b)	Demonstrate different data structures to symbol tables			
An	s:	Explanation-7M			
		UNITIV			
8	a)	Describe simple target machine model.	8M		
An	s: Expalanation-8M				
8	b)	Demonstrate determining the liveness and next-use information for each statement in a basic	4M		
		block.			
An	Ans: Expalanation-4M				
		(OR)			
9	a)	Illustrate back patching.	4M		
An	s: Expalanation-4M				
9	b)	Illustrate the issues in design of code generator	8M		
An	Ans: Expalanation-8M				

