- 1. The input to the program is a regular expression and a string. Output whether or not the string can be parsed from the regular expression.
  - a. Computation of  $\epsilon$ -NFA from regular expression.
  - b. Simulation of  $\epsilon$ -NFA on the given string.
- 2. The input to the program is a regular expression. Output the DFA with minimum states for the given regular expression.
  - a. Conversion of regular expression to  $\epsilon$ -NFA.
  - b. Use subset construction to convert  $\epsilon$ -NFA to DFA.
  - c. Minimization of DFA.
- 3. The input to the program is a regular expression. Output the CFG which describes the language of the given regular expression.
  - a. Conversion of regular expression to  $\epsilon$ -NFA.
  - b. Use subset construction to convert  $\epsilon$ -NFA to DFA.
  - c. Conversion of DFA to CFG.
- 4. The input to the program is a context-free grammar and a string. Outputs left most derivation of the string from the given grammar.
  - a. Elimination of left recursion and performing left factoring for the grammar if it is not an LL (1) grammar.
  - b. Computation of predictive parsing table.
  - c. Simulation of predictive parser on the given string.
- 5. The input to the program is a context-free grammar and a string. Outputs reverse of the right most derivation of the string from the given grammar.
  - a. Computation of LR (0) Sets of Items.
  - b. Computation of SLR parsing table.
  - c. Simulation of SLR parser on the given string.
- 6. The input to the program is a context-free grammar and a string. Outputs reverse of the right most derivation of the string from the given grammar.
  - a. Computation of LR (1) Sets of Items.
  - b. Computation of Canonical LR (1) parsing table.
  - c. Simulation of Canonical LR parser on the given string.
- 7. The input to the program is a context-free grammar and a string. Outputs reverse of the right most derivation of the string from the given grammar.
  - a. Computation of LALR parsing table.
  - b. Simulation of LALR parser on the given string.
- 8. Develop a compiler for a subset of C language using tools Flex and Bison. The target environment will be SPIM simulator.
  - a. Define a grammar for subset of C language.
  - b. Using flex and bison build the compiler for that small language.
- 9. Develop a Web interface for a hybrid compiler similar to the one like <u>www.ideone.com</u>

- 10. Implementation of complete Front End of the compiler as given in Appendix A of Compilers: Principles, Techniques and Tools. The following modules are to be implemented
  - a. Scanner
  - b. Symbols
  - c. Parser
  - d. Inter
- 11. Using Flex and Bison tools, simulate a calculator that allows the following operations:
  - a. Basic operators like +, -, \*, /, %
  - b. Unary operators like --, ++
  - c. Parentheses
  - d. Bitwise integer operations, AND (&), OR(|)

Look at the table for sample input-output test cases

```
2.000000
1.25 * 1.6
1 * 2 + 3
                                     5.000000
1 + 2 * 3
                                     7.000000
1 + 2 * (3 + 2)
                                    11.000000
1.5e1 - 0.8 * -2.5
                                    17.000000
25 + 2 * -(3 * 5 % 4)
                                    19.000000
---((3.4 + -(---4.3)))
                                     -7.700000
15 - 1.5e1
                                    0.000000
0.015e3 - -1500e-2
                                    30.000000
1e7 * -3450000e-12
                                    -34.500000
-0.00000345 / -1e-7
                                    34.500000
1e1 * 10.000 * 1000e-2
                                    1000.000000
0e-4
                                    0.000000
                                    0.000000
0.0
                                     50.000000
1e57 / 2e55
```

- 12. Implementation of compiler for a programming language called "C--". The following modules are to be implemented.
  - a. Design and Implementation of Lexical analyzer for C--
  - b. Design and Implementation of Syntax analyzer for C--
  - c. Code Generation of basic functionality
  - d. Complete C-- Compiler, Code, Project Report and Demo

```
FunDecl ----> Type id ( ParamDecList ) Block
ParamDeclList --> epsilon
                ParamDeclListTail
ParamDeclListTail --> ParamDecl
                    ParamDecl, ParamDeclListTail
ParamDecl ---> Type id
              Type id[]
Block ----> { VarDeclList StmtList }
Type ----> int
               char
StmtList ----> Stmt
              Stmt StmtList
Stmt ----> ;
               Expr ;
               return Expr ;
               read id ;
               write Expr ;
               writeln ;
               break ;
               if ( Expr ) Stmt else Stmt
               while ( Expr ) Stmt
               Block
Expr ----> Primary
              UnaryOp Expr
               Expr BinOp Expr
               id = Expr
               id [ Expr ] = Expr
Primary ----> id
               (Expr)
               id ( ExprList )
               id [ Expr ]
ExprList ----> epsilon
               ExprListTail
ExprListTail --> Expr
               Expr , ExprListTail
UnaryOp ----> - | !
BinOp -----> + | - | * | / | == | != | < | <= | > | >= | && | ||
```