**IMPORTANT QUESTIONS OF COMPILER DESIGN UNIT 1 & 2:-**

1 . Language processors, types, uses, and examples.

2. what is translator ?

3. Difference between linker and loader.

4. What are phases of a compiler ?

5. What is tokens in expression ?

6. How to make syntax tree ?

7. What is lexical analyzer and its role of lexical analyzer ?

8. What is input buffering ?

9. Generates parse tree using tokens ?

10. What is recursive descent?

11. What is top down parser with examples ?

12. Explain compiler construction tools with examples?

13. What is parser and its types with examples?

14. Explain LL(1) parser with its examples?

15.What is LR parser and its types with examples?

16.How to check a grammar is LL(1) .

17.What is operator precedence?

18.Explain LR(0) & LR(1)

19.What is operator grammar?

20. Explain cross compiler with its examples?

21.What is first and follow?

22.Difference between SLR, CLR, LALR .

23. What is shift reduce parser with example?

24.Parser, role of a parser?