Problem 1

A=B+CC + (A+B))

Statement => Assignment

=) Identifier = Expression

=> A = Expression

=) A = Term

=) A = Term + Factor

=> A = Factor * Factor

=) A=Identifier + Factor

=> A = B + Factor

=) A = B + (Expression)

=) A = B*(Term)

=) A=B* (Term* Factor)

=) A = B* (Factor * Factor)

=) A = B + (Identifier + Factor)

=) A = B*(C * Factor)

=> A= B* (c * (Expression))

=) A= B * (C * (Express lon + Term))

=> A=B* (C * (Term+Term))

=) A= B* (C* (Factor + Term))

=) A = B* CC * (Identifier + Term))

=) A= B + (C + (A + Term))

=> A = B + (c * (A + Factor))

=) A=B*(C*(A+ Identifier))

=) A=B * (C* (A+B))

Benjamin Lun Assignment Z Identifier Expression Expression **Identifier** Expression Identifier Expression Factor Identifier Identifier

Problem 2

a) Static Scope

1	•1
(add(v)	*5
bar	u = 42 v = 69
Address of the state of the sta	W=17
foo (u, 13)	U= 42
	V=69 W=17 X=
main	u=42
	V= 69 W= 17
	X=

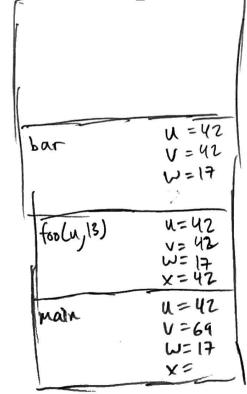
add (v)

U:=V+U+V

= 69+42+69 =180

180 gets printed to the screen using static scape

b) Dynamic Scope with Deep Birding



2= v add (v)

Ui= V+ U+V

= 42 +42+42

- 126

126 gets printed to the screen win Dynamic deep

C) Pyrounic Scope with Shallow Birding

bar	U=17 V=42 W=13 X=
fao(u,13)	U= 47 V= 42 W= 15 X=
main	U= 42 V= 69 W= 17
	X=

CASSUMING the language is taking the definition of the functions beforehand)

add (v)

4:= v+u+V

u:= 42+17+42 = 101

101 is printed to the screen when using Pynamic Shalbu