t. Consider the following grammar:

$$S \rightarrow cAt$$
 $A \rightarrow \alpha | \epsilon$ 

- (a) [5] Calculate FIRST and FOLLOW for the nonterminals S and A
- (b) [5] Compute its LL(1) parse table
- (c) [5] Show the behavior of the parser on the sentence ca.
- 2. Consider the following grammar G:

$$E \rightarrow E + E$$
 $E \rightarrow E * E$ 
 $E \rightarrow (E)$ 
 $E \rightarrow id$ 

- (a) [10] Is G LL(1)? If yes, show its LL(1) parse table. If not, rewrite the grammar so that it is LL(1) and then show its parse table.
- (b) [5] Show the behavior of the parser on the sentence id + id \* id.

Note: Operator \* takes precedence over operator ÷, i.e. \* · > ÷.

3. [30] Consider the following grammar G:

$$S' \rightarrow S$$
  
 $S \rightarrow Aa \mid bAc \mid Bc \mid bBa$   
 $A \rightarrow d$   
 $B \rightarrow d$ 

- (a) Is G SLR(1)? If yes, give the parse table. Otherwise, show why.
- (b) Is G LR(1)? If yes, give the parse table. Otherwise, show why.
- (c) Is G LALR(1)? If yes, give the parse table. Otherwise, show why.
- 4. [10] Consider the following grammar G for expressions:

$$E \rightarrow E + E \mid E * E \mid id$$

and the operator-precedence relations are given in the following table:

	id	+	*	S
id		.>	·>	.>
÷	<.	.>	<.	·>
*	<.	.>	.>	.>
S	<.	<.	<.	

Show the process of paring the sentence id + id \* id by an operator-precedence parser.

## Compiler Design

## Final

- 5. Translate the expression a := -(a+b)\*(c+d) + (a+-c) into
  - (a) [5] a syntax tree
  - (b) [5] postfix notation
  - (c) [5] three-address code
- 6. The repeat statement has the following form

```
repeat S until(E)
```

In other words, S will be executed until the condition E is true.

- (a) [10] Write down the actions of the grammar to translate the repeat statement into three-address code.
- (b) [5] Translate the statement

```
i := 1;
repeat
i := i + 1;
until (i >= 10)
```

into three-address code.

Hint: E.true and E.false store the labels to which control flows if E is true and false, respectively. Generated codes for S and E are stored in attributes S.code and E.code, respectively.