

Question Bank

Class: B.Sc [ECS]-III Sem-VI

Sub: Compiler Construction (Paper ECS604)

Q.No.1	Choose correct alternatives.	10
1	The compiler process can be considered as a series of sub process is called_____. a) series b) sub process c) phases d) none of these	c
2	The _____ is used to recognition of tokens in lexical anyzer. a) parser b) symbol table c) Finite automata d) none of these	c
3	A compiler for a high level language that runs on one machine and produce code for different machine is called a) a) Optimizing compiler b) One pass compiler c) Multipass compiler d) Cross compiler	d
4	_____ is the process where the stream of characters making up the source program is read from left to right and grouped into tokens. a)Lexical analysis b)Diversion c) Modeling d) None of the above	a
5	In some programming languages, an identifier is permitted to be a letter followed by any number of letters or digits. If L and D denotes the sets of letters and digits respectively, which of the following expressions define an identifier ? A. $(L \cup D)^*$ B. $L (L \cup D)^*$ C. $(L . D)^*$ D. $L . (L . D)^*$	b
6	A language L allows declaration of arrays whose sizes are not known during compilation. It is required to make efficient use of memory. Which one of the following is true ? A. a compiler using static memory allocation can be written for L B. a compiler cannot be written for L ; an interpreter must be used C. a compiler using dynamic memory allocation can be written for L D. none of these	c
7	A_____ compiler is also called as residential compiler. a) self b) cross c) both a and b d) none of these	a
8	In some programming languages, an identifier is permitted to be a letter followed by any number of letters or digits. If L and D denote the sets of letters and digits respectively, which of the following expressions define an identifier? a) $(L \cup D)^*$ b) $L(L \cup D)^*$ c) $(L . D)^*$ d) $L(L \cup D)^*$	b

9	<p>..... is a compiler which performs the recompilation of only modified source rather than compiling the whole source program.</p> <p>a)Cross compiler b)Boot strapping compiler c)One pass compiler d)Incremental compiler</p>	d
10	<p>Which of the following is used for grouping of characters into tokens?</p> <p>a) Parser b) code optimizer</p> <p>c) code generator d) scanner</p>	d
11	<p>A compiler that runs on one machine and produces code for a different machine is called_____.</p> <p>a) One pass compilation b) Two pass compilation</p> <p>c) Cross compilation d) None of these</p>	c
12	<p>The _____ should be able to catch syntactic errors.</p> <p>a) Lexical analyzer b) syntax analyzer c)</p> <p>both a and b d) none of these</p>	b
13	<p>The errors comes due to undefined variable, incompatible operands to operator is called _____ errors.</p> <p>a) lexical b) syntactic c) semantic d) logical</p>	c
14	<p>The output of a lexical analyzer is</p> <p>a) Machine code b) Intermediate code</p> <p>c) A stream of tokens d)A parse tree.</p>	c
15	<p>Grammar of the programming is checked at _____ phase of compiler.</p> <p>a) Semantic analysis b) code generation</p> <p>c) Syntax analysis d) code optimization.</p>	c
16	<p>..... can perform functions like deleting comments, extra blanks spaces & extra blank lines, keeping track of line numbers.</p> <p>a)Lexical analyzer b) Syntax Analyzer c)Semantic analyzer d)none of these</p>	a
17	<p>Type checking is normally done during_____phase.</p> <p>a)Lexical analysis b)Syntax analysis c)Syntax directed translation d)code optimization</p>	c
18	<p>To recover from an error, the operator precedence parser may</p> <p>A.insert symbols onto the stack and onto the input</p> <p>B.delete symbols from the stack</p> <p>C.delete symbols from the input</p> <p>D.all of these</p>	d

54	<p>..... is a data structure used by compiler to keep track of semantics of variable.</p> <p>a) Dependency Graph b) Tree c) Symbol table d) None of these.</p>	c
55	<p>..... allocation is for all the data objects at compile time.</p> <p>a)stack b)static c)heap d)all of above</p>	b
56	<p>The Specific task storage manager performs are_____</p> <p>a) allocation /de-allocation storage to program</p> <p>b) protection of storage area allocated to a program from illegal access by other programs in the system</p> <p>c) the status of each program</p> <p>d) both a and b</p>	d
57	<p>Function of the storage assignment is</p> <p>A.assign storage to all variables referenced in the source program</p> <p>B.assign storage to all temporary locations that are necessary for intermediate results</p> <p>C.assign storage to literals, and to ensure that the storage is allocated and appropriate locations are initialized</p> <p>D.all of these</p>	d
58	<p>A non relocatable program is the one which</p> <p>A.cannot be made to execute in any area of storage other than the one designated for it at the time of its coding or translation</p> <p>B.consists of a program and relevant information for its relocation</p> <p>C.can itself perform the relocation of its address sensitive portions</p> <p>D.all of these</p>	a
59	<p>Running time of a program depends on</p> <p>A.the way the registers and addressing modes are used</p> <p>B.the order in which computations are performed</p> <p>C.the usage of machine idioms</p> <p>D.all of these</p>	d
60	<p>A computer uses a _____ to keep track of scope and binding information about names.</p> <p>a) phases b) symbol table c) heap allocation d) none of these</p>	b

61	The interdependencies among the inherited and synthesized attributes at the nodes in a parse tree can be depicted by a directed graph is called a_____.	a
	a) Color graph b) dependency graph c) graph d) acyclic graph	
62	The attributes that can be computed from the values of the attributes at the siblings and parent of that node is called as.....	b
	a)synthesized b) inherited c) both a & b d) none of these	
63	In run time environment each node represents _____ of a procedure.	c
	a) definition b) declaration c) activation d)All of the above	
64	The attributes that can be computed from the values of the attributes at the children's of that node in the parse tree is called as.....	b
	a)inherited b)synthesized c) both a & b d) none of these	
65	In case of the size of data objects is known at compile time.	c
	a)stack allocation b)heap allocation c)static allocation d)both b and c	
66	A memory allocates and deallocates storage as needed at runtime from data areas known as_____.	a
	a) heap b) stack c) static c) All of these	
67	_____ values of actual parameters are passed to caller procedure in call by value.	a
	a) R b) L c) Both (a) & (b) d) None of these	
68	The_____ is used to eliminate common sub expression.	c
	a) Syntax tree b) annotated parse tree c) DAG d) none of these	
69	_____ is the sequence of statements in compiler.	a
	a) Three address code b) syntax errors c) both a and b d) none of these	
70	The_____ occurs when there is reference to storage that has been deallocated.	b
	a) self reference b) dangling reference c) both a and b d) None of these	
71	Which of the following is not an intermediate code form?	d
	a) Postfix notation b) Syntax trees c) Three address codes d) Quadruples.	
72	Three address codes are implemented using	d
	a) Indirect triples b)Triples c) Quadruples d)All of the above.	

21	Construct DAG for Expression? $i := i + 10$.	
22	Write the Grammar for Flow of Control Statements?	
23	Why there is need of code optimization?	
24	What are the Three Functions of Backpatching?	
25	Construct the DAG for the following blocks. $a := b * c$, $d := b$, $e := b * c$, $b := e$, $f := a + c$, $g := f + d$	
26	Give general form of three address code with an example.	
27	Construct DAG for Expression? $x - x * (y + z) - (y + z) * w$.	
28	Give the name of back patching functions.	
29	Explain case statements.	
30	What is back patching?	
31	Why there is need of code optimization?	
32	Construct DAG for Expression? $a + a * (b - c) + (b - c) * d$.	
33	Explain issues in register allocation.	
34	Define the terms inner loops and pre-headers.	
35	Find the basic blocks for the following program. <pre> prod=0; i=1; do { prod=prod+a[i]*b[i]; i=i+1; } while(i<=10); </pre>	
36	Define a)dominators b)natural loops	
37	Define Dominators with example.	
Q.No.3 to 5	Solve following.	
1	Explain compiler construction tools in detail.	

2	How to specify and recognize the tokens.	
3	What is compiler? Explain phases of compiler in detail.	
4	What are the types of compiler? Explain in detail.	
5	Explain factor affecting pass structure of compiler.	
6	Write short note on reorganization of tokens.	
7	Explain the different compiler construction tools.	
8	Explain the Pass structure of compiler. Differentiate between Pass and Phase structure of compiler.	
9	Explain compiler construction tools.	
10	Explain in details factors affecting pass structure of compiler.	
11	Explain the concept of Bootstrapping.	
12	Find first and follow of following grammar: $E \rightarrow E+T \mid T, T \rightarrow T * F \mid F, F \rightarrow (E) \mid id.$	
13	Construct SLR(1) parsing table for following grammar: $S \rightarrow OS0 \mid 1S1 \mid 10$	
14	Check following grammar is LL(1) grammar or not? $A \rightarrow AcB \mid cD \mid D, B \rightarrow bB \mid id, D \rightarrow DaB \mid BbB \mid B$	
15	Explain operator precedence parser in detail.	
16	Find out triple, quadruple and indirect triple for following: $a := b * -c + b * -c * d;$	
17	Find out the first and follows of following grammar: $S \rightarrow aABb, A \rightarrow c \mid \epsilon, B \rightarrow d \mid \epsilon.$	
18	Construct SLR(1) parsing table for following grammar: $S \rightarrow AaAb, S \rightarrow BbBa, A \rightarrow \epsilon, B \rightarrow \epsilon$	
19	Check following grammar is LL(1) grammar or not? $S \rightarrow BC \mid AB, A \rightarrow aAa \mid \epsilon, B \rightarrow bAa, c \rightarrow \epsilon$	
20	What is handle? Explain the handle pruning with the help of example.	
21	Find out first and follows of following grammar: $S \rightarrow abSa \mid aaAb \mid b, A \rightarrow baAb \mid b$	
22	Prepare the following grammar for top-down parsing. $E \rightarrow E + E \mid E - E \mid E * E \mid E / E \mid E \wedge E \mid (E) \mid id.$	

23	Check following grammar is LL(1) grammar or not? $S \rightarrow BC AB, A \rightarrow aAa \epsilon, B \rightarrow bAa, c \rightarrow \epsilon$																	
24	Check whether following grammar is LL(1) or not. $S \rightarrow AaAb BbBa, A \rightarrow \epsilon, B \rightarrow \epsilon$																	
25	Construct LALR(1) for following grammar: $S \rightarrow CC, C \rightarrow aC, C \rightarrow d$																	
26	Construct SLR(1) parsing table for following grammar: $E \rightarrow E+T T, T \rightarrow TF F, F \rightarrow F^* a b$																	
27	Check whether following grammar is LR(1) grammar or not. $S \rightarrow AaAb BbBa, A \rightarrow \epsilon, B \rightarrow \epsilon$																	
28	Construct LL(1) parse table for following grammar: $S \rightarrow aBDh \quad B \rightarrow cC \quad C \rightarrow bC \epsilon \quad D \rightarrow EF \quad E \rightarrow g \epsilon \quad F \rightarrow f \epsilon$																	
29	What is backtracking? Explain backtracking with example.																	
30	Construct the predictive parsing table for the following grammar. $G = (\{ E, E', T, T', F \}, \{ +, *, (,), id, num \}, P, E)$ Where P: $E \rightarrow TE'$ $E' \rightarrow +TE' \epsilon$ $T \rightarrow FT'$ $T' \rightarrow *FT' \epsilon$ $F \rightarrow (E) id num$																	
31	What is bottom-up parser? Explain in detail shift reduce parsing using stack implementation.																	
32	Construct annotated parse tree for $3*5+4n$ using following grammar rules: <table><tr><th>PRODUCTION</th><th>SEMANTIC RULES</th></tr><tr><td>1) $L \rightarrow E n$</td><td>$L.val = E.val$</td></tr><tr><td>2) $E \rightarrow E_1 + T$</td><td>$E.val = E_1.val + T.val$</td></tr><tr><td>3) $E \rightarrow T$</td><td>$E.val = T.val$</td></tr><tr><td>4) $T \rightarrow T_1 * F$</td><td>$T.val = T_1.val \times F.val$</td></tr><tr><td>5) $T \rightarrow F$</td><td>$T.val = F.val$</td></tr><tr><td>6) $F \rightarrow (E)$</td><td>$F.val = E.val$</td></tr><tr><td>7) $F \rightarrow \text{digit}$</td><td>$F.val = \text{digit.lexval}$</td></tr></table>	PRODUCTION	SEMANTIC RULES	1) $L \rightarrow E n$	$L.val = E.val$	2) $E \rightarrow E_1 + T$	$E.val = E_1.val + T.val$	3) $E \rightarrow T$	$E.val = T.val$	4) $T \rightarrow T_1 * F$	$T.val = T_1.val \times F.val$	5) $T \rightarrow F$	$T.val = F.val$	6) $F \rightarrow (E)$	$F.val = E.val$	7) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$	
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7) $F \rightarrow \text{digit}$	$F.val = \text{digit.lexval}$																	
33	Explain bottom up evolution of inherited attribute with example.																	
34	For the following grammar construct Syntax Directed Definition (SDD). $S \rightarrow EN$																	

	$E \rightarrow E+T \mid E-T \mid T$ $T \rightarrow T * F \mid T / F \mid F$ $F \rightarrow (E) \mid \text{digit}$ $N \rightarrow ;$	
35	Explain storage allocation strategies in detail.	
36	Explain the parameter transmission techniques.	
37	What is runtime storage? Explain the runtime storage allocation in detail.	
38	Why symbol table is used? Explain symbol table with its operation.	
39	What does the activation record? Explain field of it.	
40	Find out quadruple, triple and indirect triple for following: $a = b + c * d;$	
41	Contract the dag for the following expression $(a+b) * a * a(a+b).$	
42	What are the different types of three address statement?	
43	Draw the Syntax tree and DAG for the expression $(a*b)+(c-d)*(a*b)+b.$	
44	Find out triple, quadruple, indirect triple for following. $P=Q+R*S/T+-U*-V$	
45	Write the Intermediate Representation like syntax tree and three address code for the following expression $(a-b)*(c+d)-(a+b)$	
46	What is three address code? Explain implementation of three address code statements.	
47	What is intermediate code generation? Explain types of three address code implementation of statements.	
48	What are issues in code generation?	
49	Explain basic block and flow graph with example.	
50	What is Code generation? What are the issues in Code generation?	
51	Explain peephole optimization in detail.	
52	What is Code Optimization? Explain principle sources of Code Optimization.	
53	Define Code optimization. Explain principle sources of code optimization.	