

# Compiler Construction: Practical Introduction

Case Study:  
**Some remarks about compiler design**

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Fall Semester 2025  
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How to implement parser  
(syntax analyzer) in your projects -

My recommendations

# Recursive descent parser: example

Expr ->

Term { +|- Term }



Term ->

Factor { \*/ Factor }



Factor -> Id

Factor -> ( Expr )



```
Tree parseExpr()
{
    Tree left = parseTerm();
    while ( tk=get(), tk==tkPlus||tk==tkMinus )
        left = mkBinTree(tk, left, parseTerm());
    return left;
}

Tree parseTerm()
{
    Tree left = parseFactor();
    while ( tk=get(), tk==tkStar||tk==tkSlash )
        left = mkBinTree(tk, left, parseFactor());
    return left;
}

Tree parseFactor()
{
    Tree res;
    if ( tk=get(), tk==tkLParen )
    {
        res = parseExpr();
        get(); // skip ')'
    }
    else
        res = mkUnaryTree(parseId());
    return res;
}
```

# Tree

```
class Node
{
    ...
}

class Program: Node
{
    List<Function> functions;
}

class Statement: Node
{
    ...
}

class If: Statement
{
    Expression condition;
    Statement thenPart;
    Statement elsePart;
}

class Expression: Node
{
    ...
}
...
```

Structure only

# Parser

```
class Parser
{
    Program parseProgram()
    {
        ...
        return Tree for program
    }

    Tree parseExpr()
    {
        ...
        return Tree for expression;
    }

    Tree parseTerm()
    {
        ...
        return Tree for term;
    }

    Tree parseFactor()
    {
        ...
        return Tree for factor;
    }

    ...
}
```

Functionality only

# Compiler

```
class Compiler
{
    int Main()
    {
        ...
        var p = new Parser(...);
        p.parseProgram();

        var v = new Validator(p);
        v.validate();

        var g = new Generator(p);
        g.generate();
        ...
    }
}
```

```
abstract class Entity
{
    // validation
    public abstract bool validate();
    // Generation
    public abstract void generate();
    // Reporting
    public abstract void report();
    ...
}
```

```
abstract class Statement: Entity
{
    // (Almost) empty
    ...
}
```

```
abstract class Declaration: Entity
{
    string name;
    ...
}
```

```
class If: Statement
{
    // Structure
    Expression condition;
    Statement thenPart;
    Statement elsePart;

    // Creation
    public If(...) { ... }

    // Parsing
    public static If parse()
    {
        ...
    }

    // Validation
    public override bool validate()
    {
        ...
    }

    // Generation
    public override void generate()
    {
        ...
    }
}
```

Structure & and all kinds of functionality together

```
class Entity
{
    ...
}

class Program: Entity
{
    List<Function> functions;

    public static Program parse() {
        while ( end-of-source )
            Function.parse();
    }

    class Statement: Entity
    {
        public static Statement parse()
        {
            ...
            token = get();
            switch ( token.code )
            {
                case TokenCode.While: while.parse(); break;
                case TokenCode.For : For.parse(); break;
                case TokenCode.Return: Return.parse(); break;
                ...
            }
        }
    }
}
```

```
class Compiler
{
    int Main()
    {
        ...
        var tree = Program.parse();
        tree.validate();
        tree.generate();
        ...
    }
}
```

# Declarations & Scopes

Inner scope

```
int foo(int i)  
{  
    int i = i;  
}
```

The variable being declared  
in the current scope

Enclosing scope

Function parameters  
compose a separate scope

The reference to the variable  
declared in an enclosing scope

The declaration is considered  
as complete after the  
semicolon is reached

```
interface iscope
{
    iscope enclosing();
    Declaration findInScope(string name);
    Declaration find(string name);
}
```

Returns the node representing an enclosing scope

```
...
class Block: Statement, iscope
{
    List<Function> declarations;

    iscope enclosing() return ref-to enclosing

    Declaration findInScope(string name) { ... }
    Declaration find(string name) { ... }
}
```

Returns the node with the given name in the current scope - for checking duplicates

Returns the node with the given name in the current and all enclosing scopes