## LAB EXERCISE 5

## **PART 1: DENOTATIONAL SEMANTICS**

- **Problem 1:** Define denotational semantics for a simple programming language with arithmetic expressions, Boolean expressions, and conditional statements (if-else).
- **Problem 2:** Consider a language with arithmetic expressions involving addition, subtraction, multiplication, and division. Define denotational semantics for this language.
- **Problem 3:** Define denotational semantics for a programming language that includes Boolean expressions with AND, OR, and NOT operators, along with conditional statements.
- **Problem 4:** Define denotational semantics for a language that includes arithmetic expressions, Boolean expressions, conditional statements, and loops (while loops).

## **PART 2: OPERATIONAL SEMANTICS**

- **Problem 5:** Define small-step operational semantics for a simple programming language with arithmetic expressions and assignment statements.
- **Problem 6:** Consider a language with Boolean expressions involving AND, OR, and NOT operators, along with conditional statements. Define small-step operational semantics for this language.
- **Problem 7:** Define small-step operational semantics for a language that includes arithmetic expressions, Boolean expressions, conditional statements, and loops (while loops).
- **Problem 8:** Define big-step operational semantics for a programming language with arithmetic expressions, Boolean expressions, and conditional statements.
- **Problem 9:** Define big-step operational semantics for a language that includes arithmetic expressions, Boolean expressions, conditional statements, loops (while loops), and function definitions.
- **Problem 10:** Consider a language with recursive function definitions. Define big-step operational semantics for this language.
- **Problem 11:** Define operational semantics for a language that includes features like exception handling (try-catch blocks).
- **Problem 12:** Define operational semantics for a language that includes features like object-oriented programming constructs (classes, objects, inheritance).