

# UNIVERSITY OF DUBLIN

## TRINITY COLLEGE

CS3BA71

Faculty of Engineering and Systems Sciences

School of Engineering

BA (Mod) Computer Science  
Junior Sophister Examination

Trinity Term, 2001

3BA7 — Software Engineering and Compiler Design

Wednesday 23 May, 2001

Mansion House

9:30 - 12:30

Dr JA Redmond, Dr DM Abrahamson

Attempt five questions, at least two from each section.

Please use separate answer books for each section.

### Section A

1. i. Write a note on the Rational Unified Process (RUP).
- ii. Write a brief note on OPEN (Object-Oriented Process, Environment and Notation) comparing and contrasting it with RUP.
- iii. What is SAP?

2. Discuss the importance of the following on the software programmer/designer's performance:
  - i. Organizational psychology:  
Discuss McGregor's theory of organizational psychology (Theory X vs. Theory Y).
  - ii. Individual psychology:  
Give McClelland's method of rating an individual.
  - iii. The programmer's self-perception  
Discuss how the reality differs from the perception.
3.
  - i. Write a note on the Level-5 Object Knowledge-Based System describing its major components.
  - ii. Briefly discuss Level-5 Object as a vehicle for implementing Object-Oriented specifications (such as CRC with RDD) with particular reference to the projects which you implemented.
  - iii. Give its advantages and disadvantages.
  - iv. What features would be desirable in a future version of Level-5 Object and why?
4.
  - i. Discuss briefly ways for improving the Requirements Acquisition process.
  - ii. Discuss what is meant by the "Tangibility Effect".
  - iii. Briefly discuss CRC (Classes, Responsibilities and Collaborations) cards and comment on their use as a design tool. Give some guidelines for their use. What are their advantages and disadvantages? When are computer-based CRC cards most useful?

## Section B

5. Using finite state techniques, design a lexical analyser for processing octal and hexadecimal constants described by the regular expression  $[0-9a-fA-F]^+ "@"(8|16)$ .

Note: i. If the value of the base is 8, the maximum value for any individual digit is 7.

- ii. A complete set of test inputs designed to visit all non-error entries in the transition table should be included with the design description.

6. Consider the following **LL(1)** arithmetic translation grammar with starting symbol  $\langle s \rangle$ , where **const** is a token representing a numeric constant:

$\langle s \rangle$	$\rightarrow$	$\langle E \rangle \{ \text{answer} \}$
$\langle E \rangle$	$\rightarrow$	$\langle T \rangle \langle E\text{-LIST} \rangle$
$\langle E\text{-LIST} \rangle$	$\rightarrow$	$+ \langle T \rangle \langle E\text{-LIST} \rangle$
$\langle E\text{-LIST} \rangle$	$\rightarrow$	$\epsilon$
$\langle T \rangle$	$\rightarrow$	$\langle F \rangle \langle T\text{-LIST} \rangle$
$\langle T\text{-LIST} \rangle$	$\rightarrow$	$* \langle F \rangle \langle T\text{-LIST} \rangle$
$\langle T\text{-LIST} \rangle$	$\rightarrow$	$\epsilon$
$\langle F \rangle$	$\rightarrow$	$\langle P \rangle \langle F\text{-PART} \rangle$
$\langle F\text{-PART} \rangle$	$\rightarrow$	$\uparrow \langle F \rangle$
$\langle F\text{-PART} \rangle$	$\rightarrow$	$\epsilon$
$\langle P \rangle$	$\rightarrow$	$( \langle E \rangle )$
$\langle P \rangle$	$\rightarrow$	<b>const</b>

- i. Add attributes to the productions so that the output action symbol  $\{ \text{answer} \}$  will inherit a value equal to the numerical value of the expression generated by  $\langle s \rangle$ .
- ii. Compute the selection set for each production, and design a recursive descent interpreter for the grammar.

7.
  - i. In relation to pushdown processing, describe the prefix property and outline the difference between local and global error recovery.
  - ii. Demonstrate how a well structured symbol table can cater for the overloading of symbols in a block structured language.
8.
  - i. Describe the function and design of a simple register manager and demonstrate its use by generating object code for a machine with a single accumulator.
  - ii. Design an attributed translation grammar for the following productions:  
 $\langle \text{statement} \rangle \rightarrow \text{if } \langle \text{condition} \rangle \text{ then } \langle \text{statement} \rangle$   
 $\langle \text{statement} \rangle \rightarrow \text{if } \langle \text{condition} \rangle \text{ then } \langle \text{statement} \rangle \text{ else } \langle \text{statement} \rangle$

Describe clearly the information represented by the attributes and the function of the action symbols, and explain in detail how the productions may be processed by a pushdown machine.