Lab Nine

shuhan Dong

shuhan.dong1@Marist.edu

 $May\ 17,\ 2021$

1 Crafting a Compiler

EXERCISE 5.5

- 1. DeclList $\rightarrow Decl; DeclList$
- 2. DeclList $\rightarrow Decl$
- 3. Decl $\rightarrow IdList:Type$
- 4. IdList , IdList
- 5. IdList
- 6. Type $\rightarrow ScalarType$
- 7. Type $\rightarrow array(ScalarTypeList)ofType$
- 8. Scalar Type $\rightarrow id$
- 9. Scalar Type $\rightarrow Bound..Bound$
- 10. Bound $\rightarrow Signint constant$
- 11. Bound $\rightarrow id$
- $12.\mathrm{Sign} \rightarrow +$
- $13.\text{Sign} \rightarrow -$
- 14. Sign $\rightarrow \lambda$
- 15. Scalar TypeList $\rightarrow Scalar$ Type, ScalarTypeList
- 16. ScalarTypeList $\rightarrow ScalarType$

Next

- 1. DeclList $\rightarrow DeclDeclList2$
- 2. DeclList2 \rightarrow ; DeclList

- 3. DeclList2 $\rightarrow \lambda$
- 4. Decl $\rightarrow IdList: Type$
- 5. IdList $\rightarrow idIdList2$
- 6. IdList2 \rightarrow , IdList
- 7. IdList2 $\rightarrow \lambda$
- 8. Type $\rightarrow ScalarType$
- 9. Type $\rightarrow array(ScalarTypeList)ofType$
- 10. ScalarType $\rightarrow id$
- 11. ScalarType $\rightarrow Bound.Bound$
- 12. Bound $\rightarrow Signint constant$
- 13. Bound $\rightarrow id$
- $14.\mathrm{Sign} \rightarrow +$
- $15.\mathrm{Sign} \rightarrow -$
- 16. Sign $\rightarrow \lambda$
- 17. Scalar TypeList $\rightarrow ScalaTypeScalaTypeList2$
- 18. ScalarTypeList2 $\rightarrow ScalaTypeList$
- 19. ScalarTypeList2 $\rightarrow \lambda$

The only conflict will be with ScalarType and Bound because they both have the first set of IDs. So delete the id from ScalarType.

ScalarType $\rightarrow BoundBound2$

Bound2 \rightarrow ..Bound

Bound2 $\rightarrow \lambda$

2 Dragon

EXERCISE 4.5.3

a) Grammar: $S \rightarrow 0S1|01$

Stack: empty, Input: 000111. Shift

Stack: 0, Input: 00111. Shift

Stack: 00, Input: 0111. Shift

Stack: 000, Input: 111. Shift

Stack: 0001, Input: 11. Reduce 01 to S

Stack: 00S, Input: 11. Shift

Stack: 00S1, Input: 1. Reduce 0S1 to S

Stack: 0S, Input: 1. Shift

Stack: 0S1, Input: empty. Reduce 0S1 to S

Stack: S, Input: empty. Accept!

b)

Stack: empty, Input:aaa*a++. Shift

Stack: a, Input: aa*a++. Reduce a to S

Stack: S, Input: aa*a++. Shift

Stack: Sa, Input: a*a++. Reduce a to S

Stack: SS, Input:a*a++. Shift

Stack: SSa, Input:*a++. Reduce a to S

Stack: SSS, Input:*a++. Shift

Stack: SSS*, Input:a++. Reduce SS* to S

Stack: SS, Input: a++. Shift

Stack: SSa, Input: ++. Reduce a to S

Stack: SSS, Input: ++. Shift

Stack: SSS+, Input:+. reduce SS+ to S

Stack: SS, Input: +. Shift

Stack: SS+, Input: empty. Reduce SS+ to S

Stack: S, Input:empty. Accept!