* **Compiler architecture**
* **Front end** – translates source code into a set of intermediate data structures that are (usually) largely independent of both the source language and the target platform
* **Back end** – takes the intermediate data structures and generates binary executables (and other binaries) that are tied to the target OS
* Often front- and back-ends can be split into separate components so that front-ends for different languages can use a common back-end