

Part - A.

6. Identify the number of tokens.

- (variable : a, b operator
- 1) $a = b ;$ \rightarrow 4 tokens \rightarrow variable : a, b operator : =, ;
- 2) $a == b ;$ \rightarrow 5 tokens \rightarrow variable : a, b operator : ==, ;
- 3) $a + b ;$ \rightarrow 4 tokens \rightarrow variable : a, b operator : +, ;
- 4) $a ++ ;$ \rightarrow 4 tokens \rightarrow variable : a operator : ++, ;
- 5) $a < b ;$ \rightarrow 4 tokens \rightarrow variable : a, b operator : <, ;
- 6) $a < = b ;$ \rightarrow 5 tokens \rightarrow variable : a, b operator : <=, ;

7. Consider the following program statements

main ()

{

int a, b;

a = 5 + 8 + ;

/* b = 5 * /

}

How many number of tokens are there

8. What are reasons behind separating lexical analysis and parsing?

* ~~Simple~~ design is the most important consideration.

* Compiler efficiency is improved.

5. What advantages are there to divide a single pass into front end and back end in the phases of compiler?

* By keeping the same front end & attaching different back ends, one can produce a compiler for same source language on different machines.

* By keeping different front ends and same backend, one can compile several different languages on the same machine.

1. Ans: c) only 'syntactical' Error.
because 'fro' is taken as identifier in lexical analyser. Where 'foo' is not a keyword. So that it is only Syntactical Error.

- 2) Find the type of error produced by the following C code:

```
main ()
```

Ans: type error.

```
{  
    in /* common t x;  
    float /* comment */ t cse;  
}
```

- 3) In a compiler, keywords of a language are recognised during lexical analysis phase.

- 4) What are the advantages of (a) compiler over interpreter (b) an interpreter over a compiler?

a) the compiler compiles the whole program and produces the

Output accordingly the program, that are compiled into the native machine code tend to be faster than interpreter code.

b) Interpreter languages tend to be more flexible and offer features like dynamic typing and smaller program size. Also because interpreter execute the source program code themselves, the code itself is platform independent.

9. To recover the errors in panic mode:-

1. Inserting a missing character
2. Deleting an extra character
3. Interchanging two adjacent characters
4. Replacing an incorrect character by a correct character.

25/5

7. Consider the following program statement

main()

{

int a, b;

a = 5 + 8 * 4;

/* & b = 5. */

}

How many numbers of tokens are present in the above code,

main

(

)

{

int

a

,

b

;

a

=

5

+

8

+

;

}

<id, 1>

<(>

<)>

<{>

<id, 2>

<id, 3>

<, >

<id, 4>

<id, 5>

<id, 5>

<=>

<5>

<+>

<8>

<+>

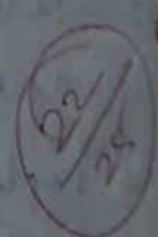
< ; >

<}>

there are

17 number

of tokens.



10. How the instruction $X = Y + Z * 50$ is passed to the compiler and how target code is generated from the given instruction. Explain the above with diagram.

Lexical analysis:

Source program \rightarrow Lexical analyzer.

$X = Y + Z * 50 \rightarrow$ Lexical analyzer

\downarrow

Output tokens

\downarrow

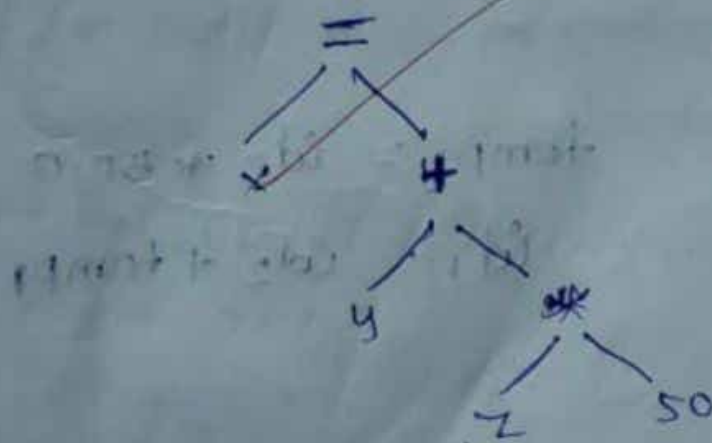
$X, =, Y, +, Z, *, 50$

Syntax analysis:

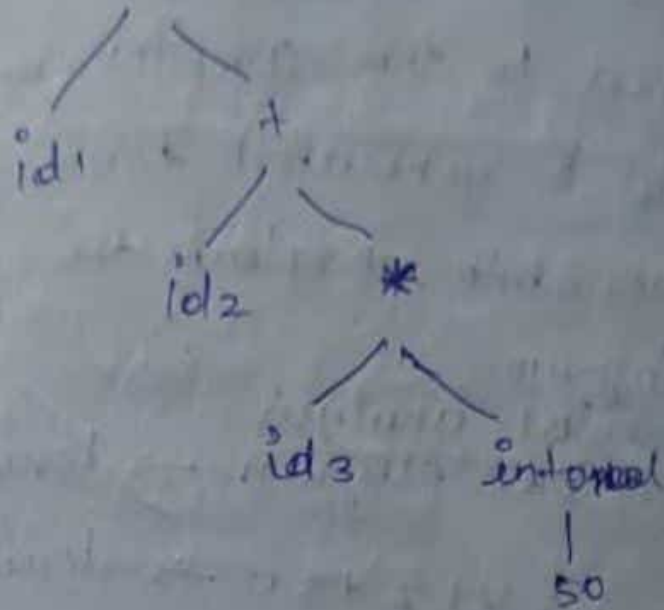
tokens \rightarrow syntax analysis

\downarrow

Syntax tree / parse tree.



Semantic analyzer:



Intermediate Code generator:

$temp1 = intoreal(50)$

$temp2 = id3 * temp1$

$temp2 = id2 + temp2$

$id1 = temp2$

Code optimizer:

$temp1 = id3 * 50.0$

$id1 = id2 + temp1$

Code generator:

MOVE id3, R2

MULT #50.0, R2

MOVF id2, R1

ADDF R2, R1

MOVE R1, id1

Source program.



$x = y + z * 50.$

Lexical analysis

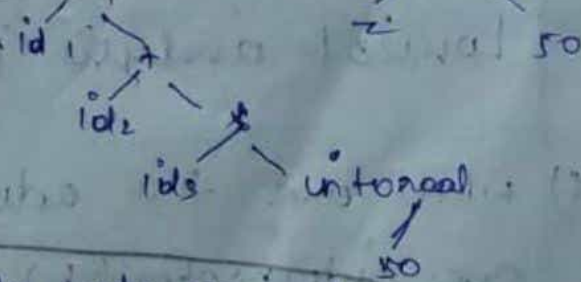


$x, =, y, +, z, *, 50.$

Syntax analysis

Syntax tree

Semantic analyzer



Intermediate code generator

temp1 = intoreal(50)
temp2 = id3 * temp1
temp3 = id2 + temp2
id1 = temp3

MOVE id3, R2

MULT #50.0, R2

MOVF id2, R1

ADDF R2, R1

MOVE R1, id1

Code optimizer

Code generator

temp1 = id3 * 50.0
id1 = id2 + temp1