

Section A.

1. (a) $\Sigma = \{a, b\}$

$L = \{s \mid s \text{ contains } 3k \text{ as, } k > 0 \text{ for } z^+\}$.

(b) abbbaaa. False.

$abbbaaa = a(bb)(aa)$ a. has even number of as

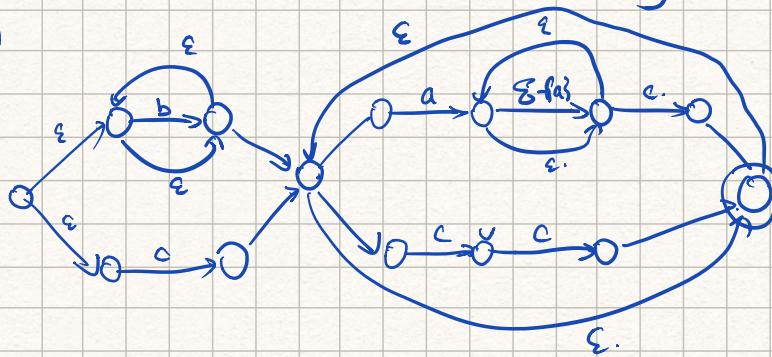
(c) True.

Jflex is a lexer generator. (if you need .lex file, jflex accepts context-free languages)

lexer only recognizes regex $\Leftrightarrow RL$.

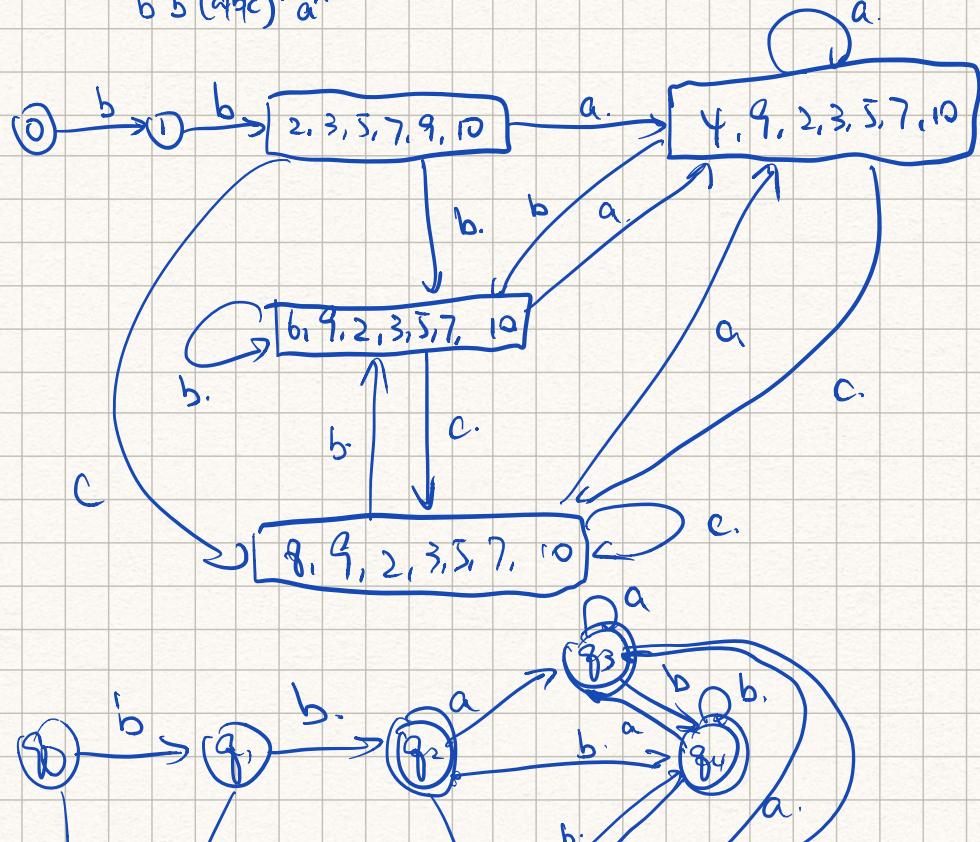
lexer does is only regex pattern matching \rightarrow Token stream.

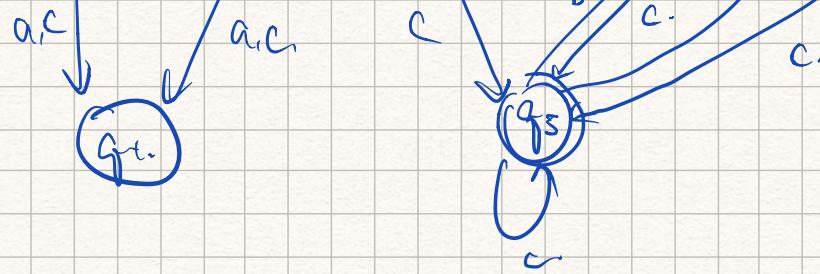
(d)



$b \ b \ (a \cup c)^* \ a^*$

(e)





2. (a) Benefits : do not have to move data around when optimising. only use pointers.

Saves Space (not redundant temps).
(quadruples).

(b) Inlining. putting functions codes into the place where the function is called.

Risk. if function is large, code size MTI.

Constant Folding where constants are unknown, do the calculation at compile time

Risk. be aware of the precision.
compile time precision should = run time precision.

(c)

Function call location.

parameters

local variables / temp variables

return value.

access link.

Control link / ptr to previous AR.

(d). Assume its \rightarrow IR.

$T(\text{expr1})$.

Loop:

$t \equiv T(\text{expr2})$.

fjump t END

$T(\text{expr3})$.

jmp Loop

END

(c) $\text{if}(n \leq 1) \text{return } 1$.

$\text{return foo}(n-1) \times n$.

calculates factorial for $\underline{n \geq 1}$.

int foo (int n) q.

if ($n \leq 1$) return 1;

return $n \times \text{foo}(n-1)$

Section B

$$\begin{array}{ll}
 3. (a). & S \rightarrow Sa \mid Xx \mid y \\
 & X \rightarrow z \mid sd. \\
 & Y \rightarrow Yy \mid d \mid \varepsilon. \\
 & S' \rightarrow aS' \mid \varepsilon. \\
 & X \rightarrow z \mid sd. \\
 & Y \rightarrow d \mid \varepsilon \mid yY' \\
 & Y' \rightarrow yY' \mid \varepsilon.
 \end{array}$$

	First	FOLLOW
S	x.	\$ U FOLLOW(B) = \$, x.
A	FOLLOW(B) U FOLLOW(D) = x, y, z, ε.	\$ FOLLOW(C) = \$, x.
B	x U FOLLOW(C) = x, y	x
C	y, ε.	x
D	z, ε.	FOLLOW(B) U FOLLOW(A) U FOLLOW(C) U FOLLOW(D) = \$, x.

ii.	x	y	z	\$
S	$S \rightarrow xA.$			
A	$A \rightarrow Bx/A \rightarrow D.$	$A \rightarrow Bx.$	$A \rightarrow D$	$A \rightarrow D$
B	$B \rightarrow xS/B \rightarrow GD$	$B \rightarrow GxD$		
C	$C \rightarrow \epsilon.$	$C \rightarrow yD$		
D	$D \rightarrow \epsilon.$		$D \rightarrow zD$	$D \rightarrow \epsilon.$

$$\begin{array}{l}
 (c) \quad S \rightarrow E \\
 E \rightarrow (E) \mid A \mid B \\
 A \rightarrow A+A \mid A^*A \mid t. \\
 B \rightarrow \neg B \mid BB \mid t.
 \end{array}$$

$S \rightarrow \cdot E, \$$	$A \rightarrow \cdot A+A, \$, +$
$E \rightarrow \cdot (E), \$$	$A \rightarrow \cdot A*A, \$, *$
$E \rightarrow \cdot A, \$$	$A \rightarrow \cdot t, \$$
$E \rightarrow \cdot B, \$$	$B \rightarrow \cdot \neg B, \$$
	$B \rightarrow \cdot B \vee B, \$, \vee$
	$B \rightarrow \cdot t, \$$

(d). core remains the same.

merge same core, but different lookahead items

might cause more reduce/reduce conflict, since lookahead is merged.

Saves a lot more nodes/states

4. (a) Semantic analysis ~ type checking

int x;

x = 'a'.
EXPR.

~ scope checking

context free grammar \leftarrow parser.

(technically you can).

adds a ton of new grammar.

(b) Static binding.

x = 10 in A.

y = 15.

return 15 in B()

so print 15.

dynamic binding. x = 5 in B binds to x.

y = 5 + 5 in A()
= 10

∴ print 10.

(c)

public abstract class Node {

 public Node left, right;
 public Object accept(Visitor v);
}.

public class Stmt extends Node {

 public String id;

 public Stmt (String id, Node e) {

 this.id = id;

 left = e;

 right = null;

}

 public Object accept(Visitor v) {

 return v.visit(this);

}.

public class SymbolTable {

 Hashtable table;

 public SymbolTable () {

 table = new Hashtable();

}

 public SymbolTable put (String key, Object value) {

 table.put (key, value);

}

 public Object get (String key) {

 for (var id : table.keySet()) if (key.equals(id))

 return table.get(key);

}

}

public class checker implements visitor {

SymbolTable[] myTable;

public checker () {

myTable = new SymbolTable[1];

}

public Boolean visit (DeclNode node) {

// check if exist

(1) if no add

(2) if yes then error

}