

## Computer Compiler

- 1) Illustrate the Error Recovery Strategies in Predictive Parsing.
- 2) Show the Reduce/Reduce Conflicts with an example.
- 3) What is the Abstract Syntax Tree?
- 4) What are the differences between a Syntax Tree and a Parse Tree?
- 5) Define the Syntax-Directed Definition (SDD).
- 6) Compare and contrast the Synthesized Attribute and the Inherited Attribute.
- 7) Construct a Directed Acyclic Graph (DAG) from an expression. Draw the DAG for the expression :

$$a + a * (b - c) + (b - c) * d$$

- 8) Describe Dependency Graph and Topological Sort.
- 9) How to translate an arithmetic expression into i) three-address code, ii) quadruples, iii) triples, and iv) indirect-triples.
- 10) Compare Static vs Dynamic Storage Allocation.
- 11) Sketch up the Activation Tree Example with QuickSort.
- 12) Describe the Contents of the Activation Record.
- 13) Explore the Calling Sequence.
- 14) Explain the function and properties of the Memory Manager.
- 15) What are the advantages of generating an intermediate representation?
- 16) What code generation issues are important?
- 17) List up the Inputs of a Code Generator.
- 18) Depict the Target Program and tasks of the Code Generator.
- 19) What do you mean by basic block and flow graph?
- 20) Calculate the instruction cost of the given instruction sequence.

MOV b, R0

ADD c, R0

MOV R0, a.