

Test 1

NAME:_____

STUDENT NO:_____

1. (20%)

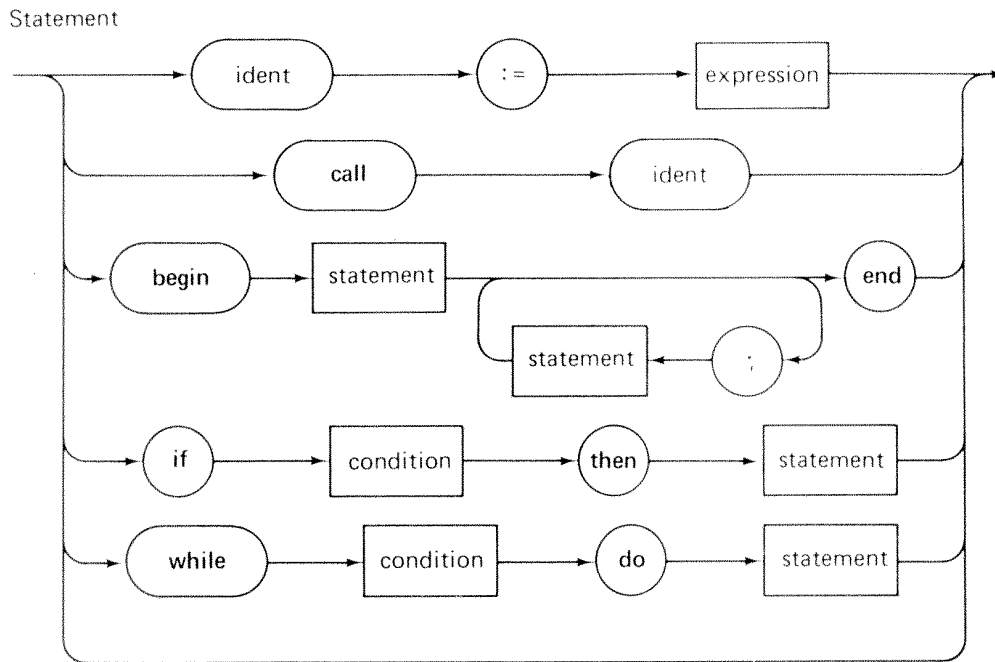
You have a native **Java** compiler running on your Pentium (**x86**) machine, i.e., a **Java** to **x86** compiler written in **x86** binary executable. Your friend has just written a **Java** compiler in **Java** for his PowerPC (PPC) machine. Explain how you can help your friend to build a native **Java** compiler for his machine.

2. (20%)

(a) (10%) Other than reserved keywords in a programming language, show *three* examples how *names* are used in a program. For each example, discuss its essential attributes associated with that name.

(b) (10%) *Recursion* and *lexical scope* are supported by the majority of programming languages in practical use. Discuss a runtime mechanism that is needed to supported these features.

3. (20%) Given the following syntax diagram for a subset of PL/0:



(a) (5%) Write down an extended BNF grammar rule for this subset.

- (b) (15%) Sketch (in pseudo code) a *recursive decent* parser for this subset, only those specified by this syntax diagram.

4. (20%)

(a) (6%) What is *overloading*? Discuss its *pros* and *cons*.

(b) (6%) What is the architecture of a compiler? (You may use PL/0 compiler as an example.)

(c) (8%) What is a *compiler-compiler*? Discuss its input and output as compared to a typical compiler.

5. (20%)

(a) (5%) What is *universal polymorphism*? Illustrate with a simple example.

(b) (5%) Use **Java** or **C** as a typical programming language, explain with an example the difference between *name* and *structural* type equivalence.

(c) (10%) Given the following type construction notation:

```
<Type> ::= "int"    |  "bool"    |  "array of" <Type>    | <Var>
          <Type> "-->" <Type>      |    <Type> "x" <Type>
<Var>   ::= alpha1  | alpha2  | ...
```

Calculate a *most general type* of the function **f** below. Show your steps. (Note: **size** returns the number of elements).

```
function f ( a : ??? ,    b : ??? ) return ??? {
  for ( i = 0; i < size(a); ++i ) {
    c[i] = b( a[i] );
  }
  return c;
}
```