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# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING NATIONAL INSTITUTE OF TECHNOLOGY

## **Compiler Lab (CSPC62)**

#### **References:**

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- Modern Compiler Implementation in JAVA by Andrew W.Appel
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- Flex & Bison by John Levine
- <a href="http://dinosaur.compilertools.net/">http://dinosaur.compilertools.net/</a>
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### Tasks:

- Create each phases of a compiler for your programming language
  - Lexical Analyzer
    - Regular Expressions for your language, Actions, Tokens
    - Handling of Errors
    - Symbol Table
  - Parser
    - Grammar
    - States
    - Transition Diagram
    - Parse Table of LALR parser
    - Synch for error recovery
  - Semantic Analyzer
  - Intermediate Code Generation
  - Code Optimization
  - Target Code
- Write a sample source program for calculator in the language you developed and compile the program by your compiler
- Write test programs to check every statement of the compiler and show that it is working correctly.

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#### **Assignment 1: More detail**

- A. Develop the *components* of a programming language having all features similar to C. Your keywords should end with '\_' followed by the initials of your name and each identifier should start with the last three digits of your roll number.
  - a. Must have Keywords for Loop, Switch Case, If-Else, type of variables/numbers, structure
  - b. Operators
  - c. punctuations
  - $d. (,),\{,\},[,]$
  - e. identifiers, numbers, strings
- B. Write regular expressions for each of them and draw the corresponding DFA
- C. Write Lex code implementing the patterns and corresponding actions.
- D. Write codes for handling errors during lexical analysis.
- E. Compile the Lex code and create your own lexical analyzer (L).
- F. Write a sample source program for a scientific calculator in the language you developed and do the following:
  - a. Show that L is able to correctly recognize the tokens and handle errors correctly.
  - b. Show output tokens in the print statement.
  - c. Show the contents of your Symbol table after each token is processed.
  - d. Write small programs in the language you have developed.
- G. Further test with other sample programs in this new language to check every statement of the compiler and show that it is working correctly.
  - a. Write sample program to do linear search and binary search
  - b. Write sample program to implement any sorting technique
  - c. Write programs containing array, functions, switch cases, if-else statements and loops.

### **Assignment 2:**

- A. Create a parser that can handle all the components of this programming language.
  - a. Write the production rules of your grammar.
  - b. Remove ambiguity using precedence and associativity.
  - c. Build the state-automata and the parse table.
  - d. Do error recovery using Synch symbols.
- B. Show that this parser correctly parses the input token generated by your lexical analyser for the programs written in your programming language as well as identifies errors.
  - a. Parse the programs written in Assignment 1 and show that your compiler is correctly detecting the tokens and report errors.
  - b. Parse the program using your parser. Print step by step parsing process and draw the parse tree.