Final sol.

Q1) There are sured problems due to common prefixes; e.g., $I \rightarrow CI/C$: $a \in FIRST(CI) \cap FIRST(C)$ They are resolved using the common profix proceedure: $I \rightarrow CI/C$ replaced by $I \rightarrow CJ$ $J \rightarrow I/E$ $N \rightarrow DNID$ $N \rightarrow DM$ $M \rightarrow N/E$ $T_2 \rightarrow T/T, T_2 \rightarrow T_2 \rightarrow E/T_2$ Then is one less obvious common profix: $T \rightarrow A(S) \qquad S \rightarrow A(T_2)$ replaced by: $T \rightarrow AY \qquad Y \rightarrow E/T_2$

(Q2) The "mark-and-sneep" technogue uses the roston, lines
in the break. Then for see commot use a Solarced tree.

(a) 240 - in the worst case, the entire heapos a singly lineed but

(b) As explained above, we commot writed the size of the store. So,

"pointer-nerval" is a very effective way to reduce the memory reguired.

car =
$$\lambda l.lT$$
 $t = Tme$
 $t = Talxe$
 t

(Q4) @ (define sin-stret-and (landda (xy) (let ((2t (if 2 #t #f)) (7t (if 7 #t #f))) (and at yt)))) (and #f (22)) => #f (Sin-strict-and #f(22)) => error; 2 not a procedence c (define strict and (lambda l (let 2 ((l1 l)) (if (null? l1) (and (x (cdr (1)) (con (1)))))



