

Code: CS4T1

**II B.Tech - II Semester – Regular / Supplementary Examinations
April 2019**

**COMPILER DESIGN
(COMPUTER SCIENCE & ENGINEERING)**

Duration: 3 hours

Max. Marks: 70

PART – A

Answer *all* the questions. All questions carry equal marks

11 x 2 = 22 M

1.

- a) Write the role of pre-processor in language processing.
- b) List any two compiler construction tools along with their use in compiler design.
- c) Explain in brief the role of Parser.
- d) List out the rules for FIRST and FOLLOW.
- e) Construct the LR(0) items for the "dangling-else" grammar.
- f) What is significance of lookahead operator in LR parsing?
- g) What is meant by register allocation?
- h) List the three categories of representation of Three address statements.
 - i) What are the applications of DAG?
 - j) Write a short note on Flow graph.
 - k) Consider the given expression and construct a DAG for
“(a + b) x (a + b + c)”

PART – B

Answer any **THREE** questions. All questions carry equal marks.

3 x 16 = 48 M

2. a) Define Compiler. Explain in brief about the synthesis phases of a compiler with an example. 8 M
- b) Explain various error recovery strategies in lexical analysis. 8 M
3. a) Construct the predictive parse table for the given grammar.
 $E \rightarrow E+E, E \rightarrow E * E, E \rightarrow (E)/id.$ 8 M
- b) Justify whether the given grammar is LL(1) or not
 $S \rightarrow aBDh, B \rightarrow cC, C \rightarrow bc/C, D \rightarrow EF, E \rightarrow g/C, F \rightarrow f/C$ 8 M
4. a) Construct SLR parsing table for the following grammar.
 $E \rightarrow E + T / T \quad T \rightarrow T * F / F \quad F \rightarrow (E) / a$ 8 M
- b) Describe the conflicts that may occur during shift reduce parsing with example. 8 M
5. a) Compare three different storage allocation strategies. 8 M

b) What is intermediate code?

```
if (a < b + c * 20)
{
  a = a * b - 50;
  d = (a/b) + 25;
  print ( a, d );
}
```

For the above code, generate three-address code. 8 M

6. a) Explain in brief about function preserving transformations on basic blocks. 8 M

b) Explain how code motion and strength reduction is used for loop optimization? 8 M