

**III B. Tech I Semester Supplementary Examinations, August - 2021**  
**COMPILER DESIGN**

(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 70

- Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B**)  
 2. Answer **ALL** the question in **Part-A**  
 3. Answer any **FOUR** Questions from **Part-B**

**PART -A****(14 Marks)**

1. a) Describe the operation performed by scanner of compiler. [2M]
- b) Write about top-down parsing brute force technique with example. [2M]
- c) Discuss the operation of Shift on LR(1) items. [2M]
- d) What is the use of flow back patching technique? Give example. [3M]
- e) Explain the features which affect the organization of data. [3M]
- f) Write about elimination of redundant operations. [2M]

**PART -B****(56 Marks)**

2. a) How to specify the tokens? Differentiate token, lexeme and pattern with suitable examples. [7M]
- b) Generate object code for  $x1=x2*x3/15$  through different phases of compiler. [7M]
3. a) Discuss the following: i) Left Recursion; ii) Left factoring. [7M]
- b) Compute first and follow functions for the given grammar: [7M]  
 $E \rightarrow E+T \mid T \quad T \rightarrow T^*F \mid F \quad F \rightarrow F^* \mid a \mid b.$
4. Develop LR parser for the given grammar and check the acceptance of input string of your own:  $R \rightarrow R+ \mid +R \mid RR \mid R^* \mid (R) \mid a \mid b.$  [14M]
5. a) Write and explain semantic rules for flow-of-control statements like if-then, do-while and switch-case. [7M]
- b) Convert the following expression into syntax tree and three address code:  $h=(b^*-(a+b)/d)-c+6.$  [7M]
6. a) What are the issues to be considered while generating code? Explain with code generation algorithm. [7M]
- b) Explain division of tasks between caller and callee in stack allocation scheme. [7M]
7. a) Write short notes on: i) Instruction Scheduling; ii) Elimination of Loop invariant variable. [7M]
- b) Explain the equation for identifying live variables in a given flow graph with dataflow analysis. [7M]

\*\*\*\*\*