| SEMESTER                        | 2  |
|---------------------------------|--|
| Paper Number                    | MCMS 4203  |
| Paper Title                     | Compiler Design  |
| No. of credits                  | 6  |
| Theory / Composite              | Theory   |
| No. of periods assigned         | Th: 5 Tut: 1   |
| Name of faculty member(s)       |  |
| Course description / objectives | On completion of this course, the students will be able to:                              |
|                                 | 1. specify and analyse the lexical, syntactic and semantic structures of                 |
|                                 | advanced language features   |
|                                 | 2. separate the lexical, syntactic and semantic analysis into meaningful                 |
|                                 | phases for a compiler to undertake language translation                                  |
|                                 | 3. turn fully processed source code for a novel language into machine                    |
|                                 | code for a novel computer  |
|                                 | 4. describe techniques for intermediate code and machine code                            |
|                                 | optimisation   |
|                                 | 5. design the structures and support required for compiling advanced                     |
|                                 | language features.   |
|                                 | 6. Understand the target machine's run time environment, its instruction                 |
| Sullabus                        | Set for code generation and techniques used for code optimisation                        |
| Synabus                         | Assembler Pro Processor Interpreter Simulator Londor: Linker                             |
|                                 | Grammars Languages _ types of grammars and their recognizers Basic                       |
|                                 | concepts of translators: boot stranning cross compiler Different phases                  |
|                                 | of compilation   |
|                                 | Lexical analyzer: Concepts, Tokens, Schemas, Design using FSM.                           |
|                                 | Syntax Analysis: Top down and Bottom-up parser: Operator                                 |
|                                 | precedence: Recursive descent: LL (1): LR (1): LALR (1).                                 |
|                                 | Intermediate code generation: Three Address Code, Representation of                      |
|                                 | three address code – Quadruples, Triples and Indirect Triples.                           |
|                                 | Syntax directed translation: Attributes, Semantic Actions, Translation                   |
|                                 | schemes.   |
|                                 | Code Optimization: Basic blocks, loop optimization, flow graph, DAG                      |
|                                 | representations of basic blocks.   |
|                                 | Code generation: Object Programs, Problems in Code Generation.                           |
|                                 | Error handling: detection, reporting, recovery and repair                                |
|                                 | Symbol tables: Organization and management techniques.                                   |
|                                 | Runtime storage management: static allocation; dynamic allocation,                       |
|                                 | activation records; heap allocation, recursive procedures                                |
| Reading/Reference Lists         | 1. Alfred V. Aho and Jeffrey D. Ullman, Principles of Compiler Design,                   |
|                                 | Natossa Fuolication  |
|                                 | 2. Ano, seun and Omman, Computers – Efficipies, Techniques and Tools Nerosce Publication |
|                                 | 3 Peter Linz Formal Language and Automata Theory Narossa                                 |
|                                 | Publication  |
|                                 | 4. Systems Programming and Operating System, D. M. Dhamdhere,                            |
|                                 | Tata McGraw Hills  |
|                                 | 5. Systems Programming, John J Donovan, Tata McGraw Hills                                |
| Evaluation                      | Total – 100  |
|                                 | CIA – 20 Semester Examination – 80   |