



ED-475

M.Sc. 2nd Semester
Examination, May-June 2021

COMPUTER SCIENCE

Paper - IV

Principles of Compiler Design

Time : Three Hours] [*Maximum Marks* : 100

Note : Answer any **two** parts from each question. All questions carry equal marks.

Unit-I

1. (a) Describe structure of compiler in detail.
- (b) Explain regular grammar and expression with example.
- (c) Describe implementation of compiler in detail. Explain what do you mean by ambiguity with example.

DRG_60_(3)

(Turn Over)

(2)

Unit-II

2. (a) Describe scanner in detail.
- (b) Explain bottom up parsing with example.
- (c) What do you mean by elementary symbol table organization ?

Unit-III

3. (a) Explain array allocation and accessing an array element.
- (b) What do you mean by common and equivalence allocation? Explain.
- (c) Explain with example algorithm of converting an infix expression into equivalent postfix form.

Unit-IV

4. (a) Explain procedural calls in detail.
- (b) How can errors be classified and explain run time errors ?
- (c) Explain compilation of I/O list and IOSUB in detail.

Unit-V

5. (a) Explain program flow analysis.

(3)

- (b) Explain language processor development tools.
 - (c) Explain optimizing transformations in detail.
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