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#### **Fxam**

# Compilers and Interpreters

#### for Dataingenjörsprogrammet, and others

Saturday October 30, 2010

Exam for: DT3004 Datateknik C, Kompilatorer och interpretatorer, provkod 0100

#### → This exam is also available in a Swedish version.

Aids: No aids.

**Score** Maximum score is 32.

**requirements:** To pass (3 or G), at least 16 points are required.

**Results:** Announced on the course website or by e-mail by Saturday November 20, 2010. **Return of the** After the result has been announced, exams can be collected from the university's

exams: central "tentamensutlämning".

**Examiner:** Thomas Padron-McCarthy

- Write clearly. Solutions that can not be read can obviously not give any points. Unclear and ambiguous wording will be misinterpreted.
- Enter the personal exam code on each sheet submitted. Do not write your name on the sheets.
- Write only on one side of the paper. Do not use red letters.
- Assumptions beyond those in the given problems must be stated.
- You are allowed to explain your solutions. Even an incorrect answer may give some points, if the key ideas were right.

GOOD LUCK!!

#### Task 1: Phases (3 p)

When we compile the following C program, the compiler gives the italicized error and warning messages:

A compiler's work is usually divided into several phases. In which phases are these errors and warnings detected?

#### Task 2: Scanning and Regular Expression (5 p)

- a) (2p) Write regular expressions for the following:
  - a year with four digits (that is, from year 1000 to year 9999)
  - clothes sizes (which can be XS, S, M, L and XL)
- b) (2p) Write a regular expression for the Swedish personal identity number (for example **631211-1658**). Your expression should match all valid such numbers. It is difficult to write a regular expression that does not also match certain incorrect numbers, so your solution is allowed to do that. But state at least one check that is *not* made by your regular expression.
- c) (1p) What is the difference between a token and a lexeme?

#### Task 3: Grammars (10 p)

Here are three things that are problematic in a grammar:

- a) left recursion
- b) FIRST() conflicts
- c) ambiguity

For each of these problems, provide an example of a grammar that exhibits the problem. Also explain, for each of the grammars, how the problem manifests itself in practice. (That is: what is it that does not work, because of the problem?) Also explain how to solve the problem.

## Task 4: Intermediate Code (5 p)

```
x = 1;
y = 2;
z = 3;
while (y == 2) {
    if (z > 4) {
        y = y - 1 - 1;
    }
    else {
        z = z + y * z + z;
        t = t + 2;
    }
}
```

Translate the above program section to two of the following three types of intermediate code:

- a) an abstract syntax tree (by drawing the tree!)
- b) postfix code for a stack machine
- c) three-address code

**Note:** There are three sub-tasks in the task above. Select and answer (at most) *two* of them. (If you answer all three, the one with the most points will be discarded.)

### Task 5: Some Terms(9 p)

Briefly explain what the following terms from compiler technology mean:

- a) target language
- b) target program
- c) front end
- d) Yacc
- e) symbol table
- f) shift-reduce conflict
- g) deterministic finite state machine
- h) reserved word (or "keyword")
- i) call sequence