

Instructions: This midterm is open book, open notes.

Non-programmable calculators allowed. No electronic communication devices allowed.

Total marks 100 - Total time is 50 minutes.

Two pages, 5 questions, **answer all questions**.

1. [20 marks]

In one programming language, bit string constants are defined according to the following grammar

```

bitStringConst  :  ''' bitGroupList ''' ;
bitGroupList    :  bitGroup
                  |  bitGroupList bitGroup ;
bitGroup        :  binary , octal ;
binary          :  '(' '1' ')' binaryDigits ;
binaryDigits    :  binaryDigit ,
                  |  binaryDigits binaryDigit ;
binaryDigit     :  '0'
                  |  '1' ;
octal           :  '(' '3' ')' octalDigits ;
octalDigits     :  octalDigit
                  |  octalDigits octalDigit ;
octalDigit      :  binaryDigit
                  |  '2'
                  |  '3'
                  |  '4'
                  |  '5'
                  |  '6'
                  |  '7' ;
    
```

Describe the design of a lexical analyzer for bit string constants that follow this definition. Describe carefully how the value of the bit string constant would be generated. You may assume that a bit string constant can contain at most 32 bits. Example bit string constants:

```

"(1)1010101(3)7651(1)11"
"(3)75707"
"(1)101010101010101010101010101010101010101010101"
    
```

2 [20 marks]

In Fortran, arrays are laid out in memory in *column major order*, i.e. the array elements are placed in memory so that the *leftmost* subscript varies most rapidly. Devise an array subscripting algorithm for Fortran arrays (i.e. a mapping from an arbitrary array reference $A[E_1, E_2, \dots, E_n]$ to the address of the array element in memory).

3. [25 marks]

Describe the symbol and type table entries that a typical compiler would make for the following declarations:

```

1  #define LIMIT 1000000
2  const char names[] = { "compiler", "interpreter" } ;
3  float BigX[ LIMIT*LIMIT*LIMIT ] ;
4  typedef struct Node {
5      char * names ;
6      int marks[ 10 ] ;
7      double rawMark ;
8      struct {
9          int teamNo ;
10         float mark ;
11     } assignments[ 6 ] ;
12 } StNode ;
13 StNode class[ 87 ] ;
14 StNode * classPrez, ** classList , *** facList ;

```

4. [15 marks]

List all of the semantic analysis checks that a typical compiler would perform when processing the declarations in Question 3.

5. [20 marks]

Given the LR(1) grammar:

Rule	Grammar
1	$S \rightarrow a A a$
2	$\rightarrow b A b$
3	$\rightarrow a B b$
4	$A \rightarrow c$
5	$B \rightarrow c b$

Fill in the non-error entries (i.e. *shift*, *reduce by rule number* and *accept*) in the parse table for the grammar shown below.

Stack		Parse Table				State #
Configuration		a	b	c	$\vdash$	
∇						0
a ∇						1
b ∇						2
c ∇						3
A a ∇						4
B a ∇						5
A b ∇						6
b c ∇						7
a A a ∇						8
b A b ∇						9
b B a ∇						10
S ∇						11