

# **Compiler Design – Unit I**

## **Important 14-Mark Questions (Exam Ready Answers)**

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### **Q1. Explain the Phases of Compiler with Neat Diagram.**

**Answer:**

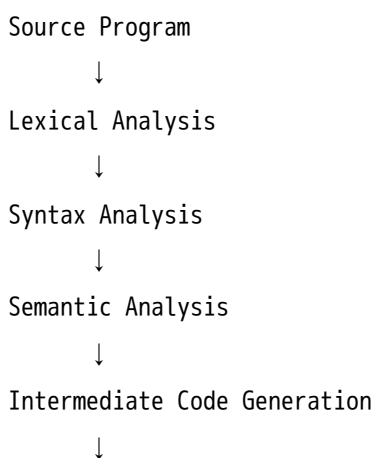
#### **Introduction**

A compiler is a system software that converts a High Level Language (HLL) program into Machine Level Language (MLL).

The compilation process is divided into several phases. Each phase performs a specific task.

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#### **Diagram of Compiler Phases**



Code Optimization



Code Generation



Target Program

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# 1. Lexical Analysis

Lexical Analysis is the first phase of a compiler.

It converts the input program into tokens.

## Functions:

- Removes spaces and comments
- Generates tokens
- Detects lexical errors

## Example:

Program:

```
int a = 10;
```

Tokens:

```
int  
a  
=  
10  
;
```

---

## 2. Syntax Analysis

Syntax Analysis checks whether the program follows the grammar rules of the language.

It is also called Parsing.

### Functions:

- Checks syntax errors
- Creates parse tree

### Example:

Correct:

```
int a;
```

Incorrect:

```
int ;
```

---

## 3. Semantic Analysis

Semantic Analysis checks the meaning of the program.

### Functions:

- Type checking
- Variable declaration checking

- Scope checking

**Example:**

```
int a;  
a = "Hello";
```

This produces a type mismatch error.

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## 4. Intermediate Code Generation

This phase generates machine-independent intermediate code.

**Example:**

```
t1 = a + b
```

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## 5. Code Optimization

This phase improves the intermediate code to make execution faster and more efficient.

**Example:**

Before optimization:

```
a = 2 * 10;
```

After optimization:

```
a = 20;
```

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## 6. Code Generation

This phase generates final machine code from intermediate code.

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## Symbol Table

The symbol table stores information about identifiers.

Identifier	Type
a	int

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## Error Handler

Error handler detects and reports errors during compilation.

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## Conclusion

Compiler phases systematically convert source code into machine code and help in efficient program execution.

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## Q2. Explain Lexical Analysis in Detail.

## Answer:

### Introduction

Lexical Analysis is the first phase of a compiler.

It reads the source program character by character and converts it into tokens.

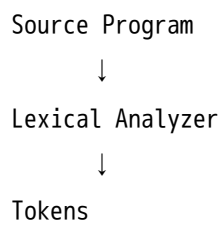
Lexical Analyzer is also called:

Scanner

Tokenizer

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### Diagram



### Example

Program:

```
int x = 5;
```

Tokens:

```
int  
x  
=  
5  
;
```

---

# Important Terms

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## 1. Token

A token is the smallest meaningful unit of a program.

### Examples:

```
if  
while  
+  
=
```

---

## 2. Lexeme

A lexeme is the actual sequence of characters in the source program.

### Examples:

```
count  
100
```

---

## 3. Pattern

A pattern is a rule used to identify tokens.

### Example:

digit  $\rightarrow 0|1|2|3\dots$

---

## Functions of Lexical Analyzer

- Generates tokens
  - Removes comments and spaces
  - Detects lexical errors
  - Sends tokens to parser
- 

## Advantages

- Fast scanning process
  - Simplifies syntax analysis
  - Efficient token generation
- 

## Conclusion

Lexical Analysis is an important compiler phase that converts source code into meaningful tokens for further processing.

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# Q3. Explain Compiler Structure.

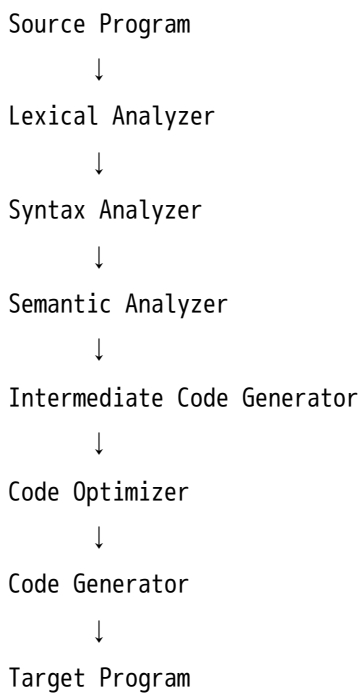
**Answer:**

## Introduction

Compiler structure is the organized arrangement of different compiler phases used to translate source code into machine code.

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## Diagram



## Components of Compiler Structure

Component	Function
Lexical Analyzer	Generates tokens

<b>Component</b>	<b>Function</b>
Syntax Analyzer	Checks grammar
Semantic Analyzer	Checks meaning
Intermediate Code Generator	Produces intermediate code
Code Optimizer	Improves efficiency
Code Generator	Produces machine code

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## Symbol Table

Stores information about identifiers such as:

- Variable name
  - Data type
  - Memory location
- 

## Error Handler

Detects and reports compilation errors.

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## Conclusion

Compiler structure provides a systematic and organized way to convert source code into machine code.

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## Q4. Explain Analysis-Synthesis Model.

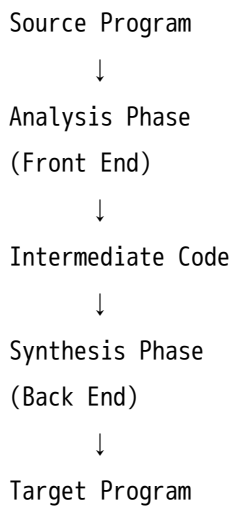
**Answer:**

### Introduction

The compiler is divided into two major parts:

1. Analysis Phase
  2. Synthesis Phase
- 

## Diagram



## 1. Analysis Phase

The Analysis phase analyzes the source program.

### Includes:

- Lexical Analysis
- Syntax Analysis
- Semantic Analysis

### Functions:

- Checks errors
- Creates intermediate representation

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## 2. Synthesis Phase

The Synthesis phase generates target machine code.

### **Includes:**

- Code Optimization
- Code Generation

### **Functions:**

- Improves code efficiency
  - Produces machine code
- 

## Advantages

- Simplifies compiler design
  - Better error detection
  - Efficient compilation process
- 

## Conclusion

The Analysis-Synthesis model divides compilation into manageable phases and improves compiler efficiency.

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## Q5. Explain Bootstrapping and Porting.

### **Answer:**

# Bootstrapping

## Definition

Bootstrapping is the process of developing a compiler using the same programming language that the compiler is intended to compile.

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## Example

Developing a C compiler using C language.

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## Advantages

- Faster compiler development
  - Easy maintenance
  - Machine independence
- 

# Porting

## Definition

Porting is the process of transferring a compiler from one machine or operating system to another.

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## Example

Windows Compiler

↓

Linux Compiler

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## Advantages

- Reusability
  - Multiple platform support
  - Easy migration
- 

## Conclusion

Bootstrapping helps in compiler development, while porting allows a compiler to work on different systems.

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## Q6. Explain LEX Tool with Example.

**Answer:**

### Definition

LEX is a tool used to automatically generate a lexical analyzer.

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## Working of LEX

Input:

Regular Expressions

Output:

## Structure of LEX Program

Definitions

%%

Rules

%%

User Functions

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## Example

```
digit [0-9]
```

```
%%
```

```
{digit}+ printf("NUMBER");
```

```
%%
```

---

## Advantages

- Automatic scanner generation
  - Saves time
  - Easy implementation
-

## Conclusion

LEX is a useful tool for generating lexical analyzers efficiently.

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## Q7. Explain Tokens, Lexemes and Patterns.

**Answer:**

### 1. Token

A token is the smallest meaningful unit of a program.

**Examples:**

```
if  
while  
+  
=
```

---

### 2. Lexeme

A lexeme is the actual character sequence matched by a token.

**Examples:**

```
count  
100
```

---

## 3. Pattern

A pattern is a rule used to recognize tokens.

### Example:

digit  $\rightarrow$  0|1|2|3...

---

## Table

Lexeme	Token
int	Keyword
sum	Identifier
100	Number

## Conclusion

Tokens, lexemes and patterns are important concepts used in lexical analysis.

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## Q8. Explain Input Buffering.

### Answer:

### Definition

Input buffering is a technique used to improve the speed of reading source code during lexical analysis.

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# Need for Input Buffering

Reading characters one by one is slow.

Buffering improves the efficiency of input processing.

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## Buffer Pair Technique

Two buffers are used alternately.

Buffer 1 ↔ Buffer 2

One buffer is processed while the other is loaded.

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## Advantages

- Faster input reading
  - Efficient scanning
  - Reduces processing time
- 

## Conclusion

Input buffering improves the efficiency and speed of lexical analysis in a compiler.