

9. Domain Specific Languages (DSL) (under construction)

Lecture Programming Languages and Compilers WS 2010/11 / Slide 901

Objectives:

to be done

In the lecture:

10. Summary

Questions to check understanding

1. Language properties - compiler tasks

- 1.1. Associate the compiler tasks to the levels of language definition.
- 1.2. Describe the structure of compilers and the interfaces of the central phases.
- 1.3. For each phase of compiler frontends describe its task, its input, its output.
- 1.4. For each phase of compiler frontends explain how generators can contribute to its implementation.
- 1.5. What specifications do the generators of (1.4) take and what do they generate?
- 1.6. What data structures are used in each of the phases of compiler frontends?
- 1.7. Give examples for feedback between compiler phases.
- 1.8. Java is implemented differently than many other languages, e.g. C++, what is the main difference?

Lecture Programming Languages and Compilers WS 2010/11 / Slide 951

Objectives:

Questions for repetition

In the lecture:

Answer some questions for demonstration

Questions:

More questions can be found along with the slides of this topic

2. Symbol specification and lexical analysis

- 2.1. Which formal methods are used to specify tokens?
- 2.2. How are tokens represented after the lexical analysis phase?
- 2.3. Which information about tokens is stored in data structures?
- 2.4. How are the components of the token representation used in later phases?
- 2.5. Describe a method for the construction of finite state machines from syntax diagrams.
- 2.6. What does the rule of the longest match mean?
- 2.7. Compare table-driven and directly programmed automata.
- 2.8. Which scanner generators do you know?

Lecture Programming Languages and Compilers WS 2010/11 / Slide 952

Objectives:

Questions for repetition

In the lecture:

Answer some questions for demonstration

Questions:

More questions can be found along with the slides of this topic

3. Context-free grammars and syntactic analysis

- 3.1. Which roles play concrete and abstract syntax for syntactic analysis?
- 3.2. Describe the underlying principle of recursive descent parsers. Where is the stack?
- 3.3. What is the grammar condition for recursive descent parsers?
- 3.4. Explain systematic grammar transformations to achieve the LL(1) condition.
- 3.5. Why are bottom-up parsers in general more powerful than top-down parsers?
- 3.6. Which information does a state of a LR(1) automaton represent?
- 3.7. Describe the construction of a LR(1) automaton.
- 3.8. Which kinds of conflicts can an LR(1) automaton have?
- 3.9. Characterize LALR(1) automata in contrast to those for other grammar classes.
- 3.10. Describe the hierarchy of LR and LL grammar classes.
- 3.11. Which parser generators do you know?
- 3.12. Explain the fundamental notions of syntax error handling.
- 3.13. Describe a grammar situation where an LR parser would need unbounded lookahead.
- 3.14. Explain: the syntactic structure shall reflect the semantic structure.

Lecture Programming Languages and Compilers WS 2010/11 / Slide 953

Objectives:

Questions for repetition

In the lecture:

Answer some questions for demonstration

Questions:

More questions can be found along with the slides of this topic

4. Attribute grammars and semantic analysis

- 4.1. What are the fundamental notions of attribute grammars?
- 4.2. Under what condition is the set of attribute rules complete and consistent?
- 4.3. Which tree walk strategies are related to attribute grammar classes?
- 4.4. What do visit-sequences control? What do they consist of?
- 4.5. What do dependence graphs represent?
- 4.6. What is an attribute partition; what is its role for tree walking?
- 4.7. Explain the LAG(k) condition.
- 4.8. Describe the algorithm for the LAG(k) check.
- 4.9. Describe an AG that is not LAG(k) for any k, but is OAG for visit-sequences.
- 4.10. Which attribute grammar generators do you know?
- 4.11. How is name analysis for C scope rules specified?
- 4.12. How is name analysis for Algol scope rules specified?
- 4.13. How is the creation of target trees specified?

Lecture Programming Languages and Compilers WS 2010/11 / Slide 954

Objectives:

Questions for repetition

In the lecture:

Answer some questions for demonstration

Questions:

More questions can be found along with the slides of this topic

5. Binding of names

- 5.1. How are bindings established explicitly and implicitly?
- 5.2. Explain: consistent renaming according to scope rules.
- 5.3. What are the consequences if defining occurrence before applied occurrence is required?
- 5.4. Explain where multiple definitions of a name could be reasonable?
- 5.5. Explain class hierarchies with respect to static binding.
- 5.6. Explain the data structure for representing bindings in the environment module.
- 5.7. How is the lookup of bindings efficiently implemented?
- 5.8. How is name analysis for C scope rules specified by attribute computations?
- 5.9. How is name analysis for Algol scope rules specified by attribute computations?

Lecture Programming Languages and Compilers WS 2010/11 / Slide 955

Objectives:

Questions for repetition

In the lecture:

Answer some questions for demonstration

Questions:

More questions can be found along with the slides of this topic

6. Type specification and analysis

- 6.1. What does „statically typed“ and „strongly typed“ mean?
- 6.2. Distinguish the notions „type“ and „type denotation“?
- 6.3. Explain the taxonomy of type systems.
- 6.4. How is overloading and coercion specified in Eli?
- 6.5. How is overloading resolved?
- 6.6. Distinguish Eli's four identifier roles for type analysis?
- 6.7. How is type analysis for expressions specified in Eli?
- 6.8. How is name equivalence of types defined? give examples.
- 6.9. How is structural equivalence of types defined? give examples.
- 6.10. What are specific type analysis tasks for object-oriented languages?
- 6.11. What are specific type analysis tasks for functional languages?

Lecture Programming Languages and Compilers WS 2010/11 / Slide 956

Objectives:

Questions for repetition

In the lecture:

Answer some questions for demonstration

Questions:

More questions can be found along with the slides of this topic

7. , 8. Dynamic semantics and transformation

- 7.1. What are denotational semantics used for?
- 7.2. How is a denotational semantic description structured?
- 7.3. Describe semantic domains for the denotational description of an imperative language.
- 7.4. Describe the definition of the functions E and C for the denotational description of an imperative language.
- 7.5. How is the semantics of a while loop specified in denotational semantics?
- 7.6. How is the creation of target trees specified by attribute computations?
- 7.7. PTG is a generator for creating structured texts. Explain its approach.

Lecture Programming Languages and Compilers WS 2010/11 / Slide 957

Objectives:

Questions for repetition

In the lecture:

Answer some questions for demonstration

Questions:

More questions can be found along with the slides of this topic