

1	Explain All the phases of a compiler in all the details with a suitable example. Make Charts, Tables and Diagrams wherever required.
2	<p>1. Convert the following program into machine language.</p> <p>The Format should be like           Address    Instruction</p> <p>For example the first line will be   484       BALR 2,0</p> <pre> SAE        START                    484 ARCHON    EQU                    1 DEPUTY    EQU                    2 TREAS                EQU           3               BALR                2,0               USING                *+ARCHON-DEPUTY-TREAS,TREAS               LM                   1,6,POINT               USING                BETA, ARCHON, DEPUTY               EXTRN                BACK               ENTRY                BEACON BEACON    CR                    DEPUTY,ARCHON               BNH                   POINT+SAE-BEACON               LA                   7, =A(BACK)               CLI                  HOLE, X'90'               BR                   6               DC                  H'64',X'40',B'1000000',C' '               DROP                DEPUTY               DC                  15X'0',6F'180' BETA       MVC                    POINT+20(4), =H'43'        //LENGTH 6               MVC                   POINT+16, =H'43'        //LENGTH 6 STOMP       EQU                   5               DROP                ARCHON               L                    9, =A(BEACON)               NR                   9,TREAS               ST                   9, =F'482' </pre>

	B	POINT+24	
	LTORG		
HOLE	DS	0D	
POINT	DC	CL4'WIN'	
	DC	(STOMP)A(BETA),V(FOOTBL)	
	CLC	POINT-4, =F'482'	//LENGTH 6
	LA	1,1	
	CVB	2,10(DEPUTY*TREAS)	
	STC	3,POINT(TREAS*TREAS)	
	BR	14	
	END		

3	Make All the tables & Expand the Macro.		
	<pre> MACRO &amp;LABEL EXITLINK &amp;TYPE         AIF      ('&amp;TYPE' NE ").FOUND MNOTE   '**** MISSING TYPE PARAMETER' MEXIT .FOUND   ANOP         AIF      ('&amp;TYPE' EQ 'N').NORMAL         AIF      ('&amp;TYPE' EQ 'R').RETURN         AIF      ('&amp;TYPE' EQ 'V').VALUE         AIF      ('&amp;TYPE' EQ 'B').BOTH MEXIT .NORMAL ANOP         L        13,4(13)      PICK BACKWARD POINTER         LM       14,12,12(13)  PICK ALL REGS         BR       14            RETURN TO CALLER         AGO     .DONE .RETURN  ANOP         L        13,4(13)      PICK BACKWARD POINTER </pre>		

		L	14,12(13)	PICK ALL REGS EXCEPT
		LM	0,12,20(13)	REGISTER 15
		BR	14	RETURN TO CALLER
		AGO	.DONE	
	.VALUE	ANOP		
		L	13,4(13)	PICK BACKWARD POINTER
		LM	14,15,12(13)	PICK ALL REGS EXCEPT
		LM	1,12,24(13)	REGISTER 0
		BR	14	RETURN TO CALLER
		AGO	.DONE	
	.BOTH	ANOP		
		L	13,4(13)	PICK BACKWARD POINTER
		L	14,12(13)	PICK ALL REGS EXCEPT
		LM	1,12,24(13)	REGISTER 15 AND 0
		BR	14	RETURN TO CALLER
	.DONE	ANOP		
		MEND		
	MAIN	START		
		EXITLINK Q		
		EXITLINK		
		EXITLINK V		
		EXITLINK N		
		EXITLINK R		
		EXITLINK B		
		END	MAIN	
4	a) Explain One pass macro processor capable of handling macro calls within the macro definitions. Explain the stack operations with the help of suitable method.			
5	Explain the Standard System Linkage criteria of an IBM 370 assembler. Write the minimum set of linkage instructions & then explain them one by one.			
6	Use reductions and action routines as supplied . Generate the table that will come out after interpretation phase of the compiler.			

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BEGIN : Procedure (A,B);
DECLARE (A,B) FIXED BINARY (15) STATIC;
A = 10;
B = A;
END;

```

Action routines :

1. arg – place’ .arg <idn> ‘ into matrix
2. assign – place’ = <idn> <any>’ into matrix
3. base\_scale – place’ base = binary’ into proper identifier table entry
4. bgn\_proc – place’ . procbgn <idn> ‘ into matrix
5. end\_proc – place’ . procend’ into matrix
6. error – print out error msg and top of stack
7. op\_prec – parse arithmetic expression using rules of operator precedence leave result on stack
8. precision\_class – place proper precision and STATIC into proper identifier table entry
9. return –put rtn into matrix
10. var\_name – put name on temporary list

Reductions

- 1: //\*\*\*/
- 2: <idn> : PROCEDURE / bgn\_proc /S1\*\*\*\*/ 4  
     <any> <any> <any> / error/ S2S1 \* / 2
- 4: (<idn>, <any> / arg / S4S1 \*\*/ 4
- 5: (<idn>); / arg / “ \*\*/ 7
- 6: <any><any><any><any>/error/S2S1/7
- 7: DECLARE <any>// S!\*\*/14  
     RETURN <any>/ return/ S1\*\*\*\*/5  
     <idn> = / op\_prec // 12  
     PROCEDURE END; / end\_proc / “ \*\*\*/2  
     <any> <any> / error/S1\*/7
- 12: <idn> = <any>; / assign / “\*\*\*/7

<any> <any> <any> <any>/ error / S2S1/7

14: <idn> FIXED BINARY / var\_name base\_scale / “ \*\*\*\*\*/18

15: (<idn>, / var\_name / S3 \*\*/15

(<idn>)/ / S2 \*\*/14

<any> <any>/ error / S2S1/7

18: (<lit>) STATIC, / precision\_class/ “\*\*\*/14

(<lit>) STATIC; / precision\_class/ “\*\*\*/7

<any> <any> <any> <any> <any>/ error / S2S1/7

7 a) Explain Relocating Loaders with their Transfer Vector Concept.

b) For the following Loader tables generate the program as much as possible.

RLD

ID	Flag	Length	Relative address
01	+	4	40
03	+	4	56
02	-	4	64
01	+	4	64

TXT

Opcode	Relative address	Address constant	Actual value
BALR	0		
SR	2		
L	4		
L	8		
ST	12		
BR	16		
DC	20		
DC	40	A(A+10)	66
DC	44		
DC	56	A(DELT)	0
DC	60		
DC	64	A(STUDENT-	0

		SOLN)	
ESD			
Symbol	Type	ID	Relative address
Student	SD	01	0
A	LD		
SOLN	ER	02	
DELTA			
8	<ol style="list-style-type: none"> <li>1. Is it always worthwhile to optimize a program?</li> <li>2. Explain precisely the difference between the use of productions &amp; reductions.</li> <li>3. What Phases add to or modify the matrix, and what does each do? What phases reference the matrix without modifying it.</li> <li>4. What information must be in the identifier table so that the code generation phase can generate the following statement  <math display="block">X = A.B.C(50)</math> </li> <li>5. Give an example of a “permanent” table and an example of a “created” table.</li> <li>6. In what phase is the elimination of common sub expressions performed? Why?</li> <li>7. Give two examples of machine dependent optimization.</li> <li>8. Is the use of automatic storage sufficient to eliminate the problem of recursion?</li> </ol>		