Dept Number	**CS 416**	**Course Title**	**Compiler Construction**
Semester Hours	**3**	**Course Coordinator**	**Henry Hexmoor**
Catalog Description	Introduction to compiler construction. Design of a simple complete compiler, including lexical analysis, syntactical analysis, type checking, and code generation.		

Textbooks

Compilers: Principles, Techniques and Tools. Aho, Al, Ravi Sethi, and Jeff Ullman. Addison-Wesley, 2nd Edition, 2007. ISBN: 9780321486813.

References

The Theory and Practice of Compiler Writing. Tremblay, J. P. and P. G. Sorenson. McGraw-Hill, 1985.

Course Learning Outcomes

- To learn the principles of compiler design and implementation.

Assessment of the Contribution to Student Outcomes

SP 11

Outcome →	1	2	3	4	5	6	7	8	9	10
Assessed →	X	X		X				X		

Prerequisites by Topic

CS 306 and 311 each with a grade of *C* or better.

Major Topics Covered in the Course

1. Basic ideas: phases of a compiler, compiler construction tools {2 classes}
2. Language and grammars: basic concepts, classification of grammars (type 0, 1, 2, and 3), reduced grammars and extended BNF notations, regular expressions {4 classes}
3. A simple one-pass compiler: syntax definition, scanner, parsing, syntax directed translation, symbol tables, semantics and code generation {3 classes}
4. Lexical analysis: regular expressions, finite state acceptors, conversion algorithms, token specification, scanner generator (LEX) {6 classes}
5. Syntax analysis: top down parsing, recursive descent and predictive parsers, LL(1) grammars, bottom-up parsing, simple and operator precedence grammars, simple LR parsing, introduction to LALR and canonical LR parsing {6 classes}
6. Type checking: a simple type checker, type conversions {3 classes}
7. Symbol tables: symbol table organization for both block structured and non block structured languages {3 classes}
8. Run-time storage organization: dynamic storage allocation strategies, access to nonlocal names, parameter passing, heap storage {4 classes}
9. Intermediate codes: intermediate languages, quadruples {3 classes}
10. Code generation: issues in code design, target machine, register allocation, simple code generator {6 classes}