<table>
<thead>
<tr>
<th>Dept Number</th>
<th>CS 416</th>
<th>Course Title</th>
<th>Compiler Construction</th>
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<tbody>
<tr>
<td>Semester Hours</td>
<td>3</td>
<td>Course Coordinator</td>
<td>Henry Hexmoor</td>
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**Catalog Description**

Introduction to compiler construction. Design of a simple complete compiler, including lexical analysis, syntactical analysis, type checking, and code generation.

**Textbooks**


**References**


**Course Learning Outcomes**

- To learn the principles of compiler design and implementation.

**Assessment of the Contribution to Student Outcomes**

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<tr>
<th>Outcome</th>
<th>1</th>
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<td>Assessed</td>
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**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}