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53 (IT 603) CPDG

2016

COMPILER DESIGN

Paper : IT 603 (Back)

Full Marks : 100

Time : Three hours

The figures in the margin indicate full marks for the questions.

Answer ***any five*** questions.

1. (a) What is Compiler ? 10
(b) Illustrate a language processing system. 10
2. (a) What is a Compiler structure ? 10
(b) Diagram the compiler phases. 10
3. (a) Explain clearly the difference between a compiler and an interpreter. 10

Contd.

- (b) What are the advantages of 10
(1) compiler over an interpreter?
(2) an interpreter over a compiler?
4. (a) What are the advantages of a language-processing system that produces assembly language instead of machine language? 10
(b) What is a source-to-source language? 10
5. Comment on the size of a program during its journey from the source level to the machine level using an example of your choice. 20
6. What is optimizing compiler? What are the criteria for optimization? 20
7. (a) Which of the following two takes less memory? 10
(1) Interpreter code
(2) Compiler code
(b) To minimize time what is the language of your choice? 10