COMPILER DESIGN QUESTIONS WITH ANSWER PREPARED BY MCA DEPT. BCET

Multiple Choice Questions.

 Compiler is a language translator but not an A. de-translator. B. preprocessor. C. language migratory D. assembler ANS: B 	
 2. The front end of a language processor analyses and A. source program and semantics. B. IR and syntax rule C. source program and IR D. semantic and lexical ANS: B 	
 3. The symbol table is built during A. lexical analysis. B. semantic analysis. C. syntax analysis. D. SP & TP analysis. ANS: A 	
 4. The back end in the compiler performs	
 5. A compiler is a that reads a program written in one language, and translates it into a equivalent program in machine language. A. software. B. instruction C. phase D. program ANS: D 	n
 6. The two parts of compilers are A. lexical and synthesis. B. source program and target program. C. analysis and synthesis. D. static checkers and interpreters. ANS: C 	

7. The______part breaks up the source program into constituent pieces and creates an intermediate representation of the source program.

A. synthesis part.

B. analysis. C. syntax. D. argumentation. ANS: C

8. Which is the tool that reads a program, analysis it and attempts to discover potential bugs without running the program?

A. Structure editors.

B. Static checkers.

C. Interpreters

D. Pretty pointers.

ANS: B

9. The process of streaming of character that make up the source program which is read from left- to-right and grouped into tokens is called_____.

A. linear analysis.

B. hierarchical.

C. semantic analysis.

D. streaming analysis.

ANS: A

10. The first and second basic rules of the hierarchical structure of a program are____

A. any identifier or number is an expression.

B. defining expressions in terms of operators and non

recursive. C. if identifier1:=exp2.

D. while (exp1) do statement2 if (exp1) then

statement2. ANS: A

11. _____are the formalization of recursive rules that can be used to guide

syntactic analysis.

A. Grammar.
B. Context sensitive grammar. C. Context-free grammar.
D. Syntax free grammar. ANS: C

A. table. B. open file table. C. symbol table. D. lexical analyzer. ANS: C 13. The______ and_____ phases usually handle a large fraction of the errors detectable by the compilers.

A. syntax , semantics.

B. semantics ,lexical.

C. error handler ,code generator.

D. code generator ,semantics.

ANS: A

14. The intermediate representation has a form called _______ which is like the assembly language for a machine in which every memory location can act like a register.

A. two address code.

B. single address code.

C. three address code.

D. three tier instruction.

ANS: C

15. The final phase of the compiler is the generation of target code, consisting of replaceable

A. intermediate code.

B. semantic code.

C. machine code

D. buffer code

ANS: C

16. ____

_____is a mnemonic version of machine code.

A. Rational preprocessors.

B. Parse code.

C. Intermediate code.

D. Assembly code

ANS: D

17. The program that performs the two functions of loading and link-editing is called as

A. loaders. B. linkers.

C. link-editor.

D. optimal code.

ANS: A

18. Which one of the following is not included in front end?

A. Semantic

B. Syntactic

C. Lexical.

D. Target machine.

ANS: D

19. <u> </u>	is a process of deterr	nining if a string o	of tokens can be	generated by a grammer.
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A. Systemization. B. Parsing C. Translation D. Phasing ANS: B

20. The technique used for speeding up the lexical analyzer is_

- A. schemes
- B. buffer
- C. semantics
- D. sentinels
- ANS: B

21. A________ is a sequence of characters in the source program that is matched by the pattern for a token.

- A. fields B. table C. lexeme
- D. pattern
 - ANS: C

22. The phases of the compilers are collected into a _____ and _____ ends.

- A. primary, front.
- B. front, back.
- C. first, last.
- D. primary,

posterior. ANS: B

23. A parse tree is called as ______ syntax tree.

A. abstract

B. concrete

C. comparative

D. replicating

ANS: B

24. Consider the statement count = count + increment; which is the token in the statement? A. Count, increment.

- B. Only count.
- C. ;
- C.; D.+
- ANS: A

25. _________ is the rule describing the set of lexemes that can represent a particular token in source program.

A. Lexeme

B. Pattern

C. Source D. Syntax ANS: B 26. In the compiler model, the parser obtains a string of tokens from the ______ A. rest of front end. B. symbol table. C. lexical analyzer. D. source analyzer. ANS: C 27. The output from the parser is usually_ A. symbol table B. string. C. source programs. D. parse tree. ANS: D 28. Panic mode is a type of strategy. A. error detection. B. error avoidance. C. error recovery. D. error creation. ANS: C 29. Misspelling an identifier is an example for_ error. A. lexical B. syntactic C. semantic D. logical ANS: A 30. If an operator is applied to an incompatible operand then it is an example for _______error. A. lexical B. syntactic C. semantic D. logical ANS: C 31. Usually the error detection and recovery is a compiler is done in ______ phase. A. lexical B. syntax C. semantic D. logical ANS: B

32. Which of the following is not an error recovery strategy?

A. Panic mode.

B. Phrase level.

C. Error reproduction.

D. Global correction.

ANS: C

- A. start symbol.
- B. forward reference.
- C. backward reference.
- D. production
 - ANS: D

34. Rightmost derivations are also called as ______ derivations.

- A. conical
- B. canonical
- C. triangular.
- D. depth first ANS: B

35. A grammar that produces more than one parse tree for some sentence is said to be_

- A. ambiguous
- B. semantic
- C. syntactic
- D. unambiguous
 - ANS: A

36. An efficient non-backtracking from of top-down parser is called_____

- A. unpredective parser.
- B. predictive parser.
- C. ambiguous parser
- D. sematic parser.
 - ANS: B

37. In ______action of a shift reducer parser, the parser announces successful completion of parsing. A. shift

- B. reduce
- C. accept
- D. error
- ANS: C

38. In the synthesis analysis model of a compiler, the front end translates a source program into an ______ code for the generation of target program.

- A. intermediate
- B. machine
- C. object
- D. lexical
- ANS: A

40. Syntax tree, postfix notations and three-address codes are example for_____language. A. source language.

B. machineC. compilerD. intermediateANS: D

A. prefix

B. postfix

C. infix

D. outfix

ANS: B

42. The op field in quadruples contains______for the operator.

- A. external code.
- B. arguments
- C. internal code.
- D. function
- ANS: C

43. Listing pointers to triples, rather than listing the triples themselves is ______ implementation.

- A. quadruples
- B. indirect triples.
- C. production
- D. start
- ANS: B

44. Translating a Boolean expression into three address code without generating code for any of the Boolean operators and without hiring the code is ______ code.

- A. short circuit
- B. breaking
- C. choosing
- D. omitting
- ANS: A

45. op,result,arg1 and arg2 are fields of_____

- A. triples.
- B. indirect triples.
- C. quadruples.
- D. three address code.
- ANS: C

46. An infinitively recursive call is an example for _____error.

- A. lexical B. syntactic C. semantic D. logical
- ANS: D

47. Elimination or replacement of unnecessary instruction in object code is called_

- A. code replacement
- B. code elimination
- C. code improvement
- D. code optimization
- ANS: B

48. Optimization technique based on what happens across a basic block is called ______ optimization.

- A. local code
- B. basic code
- C. global code
- D. lock code
- ANS: C

49. Global optimizations are based on analysis.

- A. code flow
- B. data flow
- C. instruction flow
- D. program flow.

ANS: B

50. Deduction of en expression using a constant at runtime is called_

- A. compile time folding
- B. expression folding
- C. constant folding
- D. code folding.
 - ANS: C

51. The transformation of replacing an expensive operation with a cheaper one is called_____

- A. operation reduction.
- B. operation replacement
- C. strength reduction
- D. size reduction.

ANS: C

- 52. The final phase in a compiler model is_
 - A. code eliminator.
 - B. code implementer
 - C. code generator
 - D. code optimizer.

ANS: C

53. The input of the code generator is_____

- A. parse tree.
- B. intermediate code
- C. flow graph
- D. algorithm
 - ANS: B

54. The maps the IR so that the code is generated in an efficient _____ manner.

- A. optimizer
- B. encoder
- C. analyzer
- D. generator
- ANS: D

55. Code optimization & generation phases are often referred as

- A. design phase.
- B. back end
- C. optimization phase
- D. front end.
 - ANS: C

56. selection involves choosing appropriate machine instruction to implement the IR statements.

- A. Registers
- B. Address
- C. Machine
- D. Instruction
- ANS: D

57. selection involves what values to keep in which register.

- A. Address
- B. Value
- C. Register
- D. Instruction
- ANS: C

58. involves in deciding the order of execution of instructions.

- A. Instruction ordering.
- B. Execution ordering
- C. Sequence ordering
- D. Code ordering.

ANS: B

__is to produce correct codes. 59. The important criterion of a

- A. code optimizer.
- B. code generator
- C. code implementer
- D. compiler
- ANS: C

60. The syntax trees and DAGs are representations.

- A. pictorial
- B. virtual
- C. linear
- D. graphical
- ANS: D
- 61. Postfix notations are representations.
 - A. linear
 - B. graphical
 - C. virtual
 - D. three-address.
 - ANS: A

62. The architecture of has a significant impact on good code generation.

A. code generator.

B. code optimizer

C. target machine

D. source machine.

ANS: A

63. Producing a relocatable machine language program is often called_____

- A. code module
- B. program module
- C. object module
- D. data module.
 - ANS: B

64. The _____ must map the IR program into a code sequence that can de executed.

- A. code analyzer.
- B. code optimizer
- C. code synchronizer
- D. code generator.
 - ANS: D

65. _____are the fastest computational unit of a target machine.

- A. a. Compiler
- B. Analyzer
- C. Register
- D. Generator.
- ANS: C

66. Flow of control can enter the basic block only through______ of the block.

- A. end instruction.
- B. first instruction
- C. middle instruction
- D. leader instruction.

ANS: A

- 67. The basic block becomes the mode of_
 - A. control graph.
 - B. data graph
 - C. flow graph
 - D. sequence graph.
- ANS: B

68. The first instruction of a basic block is_____

- A. first block.
- B. leader block
- C. header block
- D. pointer block.
- ANS: D

69. Any instruction that follows conditional and unconditional jumps is______.

- A. leader
- B. jump
- C. header

D. first ANS: A

70. _____can be represented in any form of data structure that is appropriate for graphs.

- A. Control graphs.
- B. Data graphs.
- C. Coded graphs
- D. Flow graph
 - ANS: D

71. Many code transformations depend upon the ______of loops in a flow graph.

- A. conditions
- B. jump
- C. execution
- D. identification
 - ANS: C

72. Local optimization enables improvement in

__of code.

- A. efficiency
- B. running time
- C. execution time
- D. compile time
 - ANS: C

73. The important step in local optimization is transforming basic block to

- A. leader.
- B. flow graph.
- C. dag.
- D. IR.
 - ANS:C

74. DAG representation helps to eliminate

- A. data redundancy
- B. interrupts.
- C. redundant code.
- D. dead code.
 - ANS:D

75. _____keeps track of the variables whose current value is in that register.

- A. Register counter
- B. Address descriptor.
- C. Stack pointer.
- D. Register

descriptor. ANS: D

76. _____function selects the register for each associated memory location.

- A. getReg(). B. ndReg().
- C. selReg().
- D. memReg().
- ANS: A

77. A_________is a program that converts source language into target language.

A. compiler B. assembler C. translator D. analyzer ANS: A

78. Two parts of compilation are_____.

A. analysis and compilation.

B. analysis and conversion.

C. static and dynamic.

D. analysis and synthesis.

ANS: D

79. A _______takes as input a sequence of command s to build a source program.

A. pretty printers.

B. structure editors.

C. static checkers.

D. interpreters

ANS: B

80. ______is called parsing.
A. Hierarchical analysis. B. Semantic analysis.
C. Synthetic analysis.
D. Syntax tree.

ANS: A

81. A ______ is a compressed representation of parse tree in which operators appear as interior nodes and operands are children of the node.

A. genetic tree

B. specific tree

C. syntax tree

D. binary tree.

ANS: C

82. _____are a formalization of recursive rules that can be used to guide syntactic analysis.

A. Context free grammar.

B. Lexical grammar.

C. Symbol table.

D. Semantic

analysis. ANS: A

83. Type checking is performed by_____.

A. syntactic analysis

B. semantic analysis.

C. lexical analysis.

D. schematic

analysis. ANS: B

84. Link editing is performed by_____.

A. linker B. assembler C. translator D. loader ANS: D 85. When code of one file refers to a location in another file then it is A. internal references. B. external references. C. mutual references. D. explicit references. ANS: B 86. In a compiler, ______ converts the stream of input characters into a stream of tokens A. syntax analyzer. B. semantic analyzer. C. type checker. D. lexical analyzer. ANS: D 87. A grammar is when a grammar have more than one parse tree generated with given sets of strings A. unambiguous B. absolute C. ambiguous D. reliable ANS: C 88. A is an input output mapping with syntax directed definition. A. notation B. symbol C. translation D. compilation ANS: C 89. A parse tree showing the attribute values at each node is called parse tree. A. inherited B. ambiguous C. production D. annotated ANS: D 90. ______ is the process of determining if a string of tokens can be generated by a grammar A. Parsing B. Compiling C. Analyzing D. Translating ANS: A

91. The term ______ denotes any finite set of symbols.

A. strings

B. languages

C. alphabet D. digits ANS: C

92. A Language denoted by a regular expression is A. regular language. B. regular grammar. C. regular alphabet. D. regular set. ANS: D 93. A deterministic finite automaton is a special case in which no state has A. e-transition B. one transition. C. two transition. D. three transition. ANS: A 94. Misspelling of an identifier falls under error. A. logical B. semantic C. syntactic D. lexical ANS: D 95. are syntactic variable that denote set of strings A. Terminal. B. Non terminal. C. Notational variables. D. Semantic variables. ANS: B 96. The digits 0,1,2..9 are called_ A. non terminal B. production C. derivations D. terminals ANS: D is a collection of rules for assigning type expressions to various parts of a program. 97. A A. system B. type system.

- C. semantic system.
- D. lexical system.

ANS: B

98. _____ rules govern the formation of valid statements in source language.

A. Lexical

- B. Syntax
- C. Semantic
- D. Analysis
 - ANS: B

99. The ______ performs lexical, syntax and semantic analysis of SP.

- A. back end.
- B. front end.
- C. middle end.
- D. middle wall end.

ANS: B

- 100. In which parsing, the parser constructs the parse tree from the start symbol and transforms it into the input symbol.
 - A. Bottom-up parsing
 - B. Top down parsing
 - C. Both A and B
 - D.None of the above
 - ANS:B

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