

1. Here's the list:

Identifier	Kind	Type
main	procedure	
x	variable	INTEGER
sub1	procedure	
t	type	(= STRING)
y	variable	BOOLEAN
sub2	procedure	
a	variable	t (= STRING)
b	variable	t (= STRING)
z	variable	t (= STRING)

2. (a) Here are two leftmost derivations for the same sentence:

$E \Rightarrow E \text{ or } E \Rightarrow \text{id or } E \Rightarrow \text{id or } E \text{ and } E \Rightarrow \text{id or id and } E \Rightarrow \text{id or id and id}$
 $E \Rightarrow E \text{ and } E \Rightarrow E \text{ or } E \text{ and } E \Rightarrow \text{id or } E \text{ and } E \Rightarrow \text{id or id and } E \Rightarrow \text{id or id and id}$

(b) Here's a suitably rewritten grammar:

$E \rightarrow E \text{ or } T$
 $E \rightarrow T$
 $T \rightarrow T \text{ and } F$
 $T \rightarrow F$
 $F \rightarrow \text{not } F$
 $F \rightarrow (E)$
 $F \rightarrow \text{true}$
 $F \rightarrow \text{false}$
 $F \rightarrow \text{id}$

This problem is completely analogous to arithmetic expressions. Note that in disambiguating, I've not only enforced the given precedence order, but also made both **and** and **or** left-associative. The alternative with

$E \rightarrow T \text{ or } E$
 $T \rightarrow F \text{ and } T$

is also an acceptable answer, since the the problem didn't ask for a particular associativity.

3. (a). A grammar is LL(1) if and only if its predictive parsing table has no multiply-defined entries. Consider the right-hand sides of the first and third productions for S . The terminal $($ is in $\text{FIRST}(())$ and also in $\text{FIRST}((A))$. Therefore the table entry for the row labeled S and the column labeled $($ will have (at least) two entries for these two productions. So the grammar cannot be LL(1). (Note that there was no need to calculate any $\text{FOLLOW}()$ sets after all!)

(b) This requires removing left-recursion *and* left-factoring:

$S \rightarrow (S'$
 $S \rightarrow a$
 $S' \rightarrow)$
 $S' \rightarrow A)$
 $A \rightarrow SA'$
 $A' \rightarrow ,SA'$
 $A' \rightarrow \epsilon$

(c) Here's C/Java-like code:

```
void s() {
    if (token == '(') {
        advance();
        s1();
    } else if (token == 'a')
        advance();
    else error();
}

void s1() {
    if (token == ')')
        advance();
    else {
        a();
        if (token == ')')
            advance();
        else
            error();
    }
}

void a() {
    s();
    a1();
}

void a1() {
    if (token == ',') {
        advance();
        s();
        a1();
    }
}
```

(d) First rewrite `a1` as a `while` loop; then inline `a1` into `a`, `a` into `s1`, and finally `s1` into `s`.

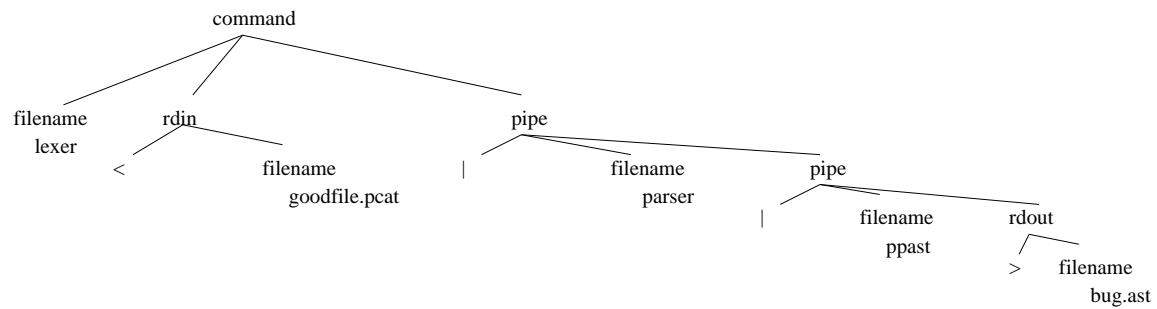
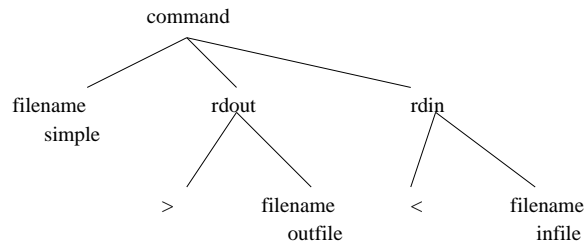
```
s()
{
    if (token == '(') {
        advance();
        if (token == ')')
            advance();
        else {
            s();
            while (token == ',') {
                advance();
                s();
            };
            if (token == ')')
                advance();
            else
                error();
        }
    } else if (token == 'a')
        advance();
    else
        error();
}
```

4.(a) One answer:

```

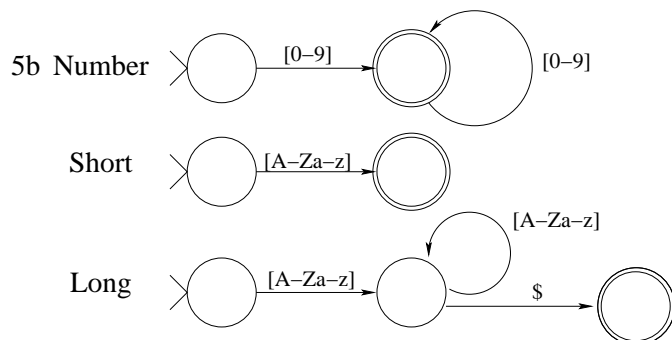
command → filename rdin rdout
→ filename rdout rdint
→ filename rdin pipe
rdin → '<' filename
→ ε
rdout → '>' filename
→ ε
pipe → '| ' filename pipe
→ '| ' filename rdout
    
```

4b.

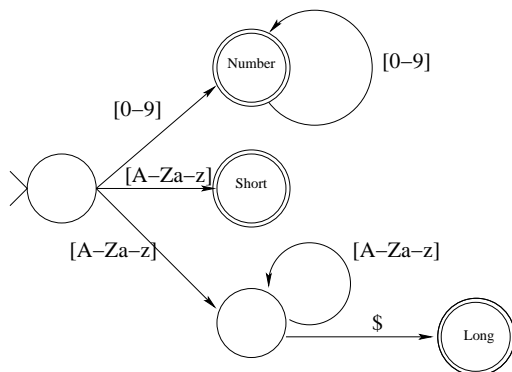


5. (a) Regular expressions for patterns:

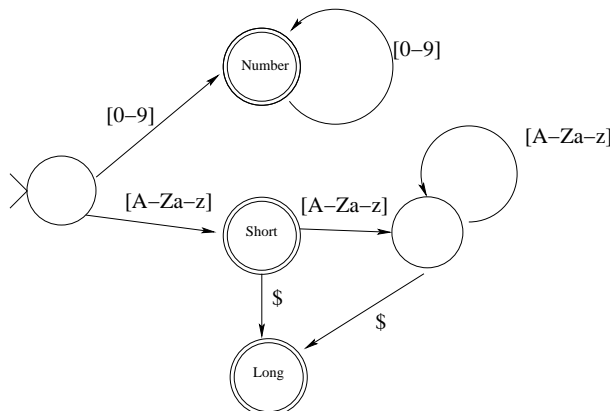
Number $[0-9]^+$
Short $[A-Za-z]$
Long $[A-Za-z]^+ \$$



5c



5d



(e) Example: **abcde0**

(Only after the 0 is read does the machine discover that it is not reading a long **abcde...** rather than the short **a**. Characters **bcde0** will be rescanned on the next invocation of the lexer.)