



## Where have we been?

### CS 536: Introduction to Programming Languages and Compilers

How do we translate a PL into something a computer can run? i.e., compilers

- recognizing tokens
  
- recognizing languages
  
- enforcing scoping and typing rules
- developing data structures that assist our translation/representation/translation
  
- how do we organize and manage memory
  
- handling control flow within a program
  - interprocedural
  
  - intraprocedural

How can we make our translation better?

- intermediate representations
- IR optimizations
  
- MC optimizations

## Course wrap-up

### Covered a broad range of topics

- some formal concepts
- some practical concepts

### What we skipped

- object-oriented language features
- dynamically-allocated memory management
- linking and loading
- interpreters
- register allocation
- dataflow analysis
- performance analysis
- proofs

**Final Exam, Sunday, May 5, 2:45 pm**  
**B102 Van Vleck**

**Bring your UW Student ID**

**Reference material provided along with exam:**

- copy of the base grammar
- compiler class reference with selected class, methods, fields

**Topic overview**

Basic ideas of scanning & parsing

Symbol-table management / name analysis

- static scoping
- dynamic scoping

Type checking

Runtime storage management

- general storage layout
- activation records
- access to variables at runtime (parameters, locals, globals, non-locals)

Parameter-passing modes

Code generation

Optimization

- goals
- optimization techniques (e.g., peephole optimization, copy propagation)

Extending

- grammar
- AST
- name analysis
- type checking
- code generation

to handle new language constructs