CS 536 Announcements for Wednesday, May 1, 2024

Course evaluation – log into <u>HelioCampusAC.wisc.edu</u> using your NetID

Final Exam

- Sunday, May 5, 2:45 4:45 pm
- B102 Van Vleck
- bring your student ID

Last Time

- wrap up optimization
- copy propagation

Today

wrap up course / review

Where have we been? CS 536: Introduction to Programming Languages and Compilers

What does a programming language consist of?

- tokens
- grammar
- static semantic analysis

What else? What choices are made?

- scoping rules
- types
- parameter passing
- when do we check for things?

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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

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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

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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

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