



University
of Glasgow

Tuesday, 15th May 2012
9.30 am – 11.00 am
(Duration: 1 hour 30 minutes)

DEGREES OF MSci, MEng, BEng, BSc, MA and MA (Social Sciences)

**COMPUTING SCIENCE 3Z:
PROGRAMMING LANGUAGES 3**

Answer all 3 questions.

This examination paper is worth a total of 60 marks.

You must not leave the examination room within the first half-hour or the last fifteen minutes of the examination.

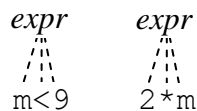
1. (Syntax)

Box 1 shows part of the BNF grammar of a fictional programming language called FPL. It shows the syntax of statements and sequential statements. It does not show the syntax of expressions (not needed in this question).

- (a) Show the syntax tree of the following FPL statement:

```
while m<9 loop m := 2*m; end;
```

You may assume that $m<9$ and $2*m$ are expressions. Your syntax tree should show these expressions in outline:



[5]

- (b) Suppose that FPL is to be extended with a loop-statement with multiple conditional exits. For example, the following loop-statement contains two conditional exits:

```
loop
  m := m+1;
  exit when m=n;
  f := f*m;
  exit when f>1000;
end;
```

In general, the loop-statement may contain any number of statements and conditional exits, in any order, all enclosed between “loop” and “end”. Conditional exits are permitted immediately inside a loop-statement, but nowhere else.

Modify the grammar to allow for loop-statements. You may use either BNF or EBNF.

[5]

<pre>statement = ident “:=” expr “;” “while” expr “loop” seq-statement “end” “;” ... seq-statement = statement seq-statement statement</pre>
--

Box 1 Part of the grammar of programming language FPL.
(Here *expr* is an expression, and *ident* is an identifier.)

2. *(Implementation)*

- (a)** Consider the assignment statement:

$$a = b * (c - 4 * d)$$

where a, b, c, and d are all 32-bit integer numbers. Give two assembly-code translations of the statement:

(i) using stack code; and

(ii) using register code.

[16]

Now give a quantitative analysis of the relative efficiencies of the two translations, in terms of the number of clock cycles.

[5]

- (b)** In a Basic compiler similar to the one you constructed in your course, what would be the intermediate code tree and the assembly code generated for the following statement?

```
LET A(I) := 9
```

[9]

3. (Concepts)

- (a) Briefly explain how the concepts of *Cartesian products*, *disjoint unions*, and *mappings* are relevant to the understanding of programming languages. [3]

- (b) Using the notation of Cartesian products, disjoint unions, and mappings, write equations defining the set of values of each of the following C types:

```
enum Colour {RED, GREEN, BLUE};
struct CharCount {char c; int i;};
typedef CharCount[] CharProfile;
```

[3]

- (c) Again using the notation of Cartesian products, disjoint unions, and mappings, write an equation defining the set of objects in a Java program that includes the following classes:

```
abstract class Animal {
    private float weight;
    private boolean can_fly, can_swim;
    ... // methods
}

class Bird extends Animal {
    private int eggs;
    ... // methods
}

class Mammal extends Animal {
    private float gestation;
    ... // methods
}
```

Note that `Animal` is an abstract class.

[3]

- (d) Explain the difference between the *copy-in* and *reference* parameter mechanisms. [2]

- (e) Which of the parameter mechanisms of part (d) are supported by Java, and for which types of parameters?

Illustrate your answer using the following method:

```
static void p (Animal b, float[] fs, float f) { ... }
```

What happens to this method's parameters (i) on call and (ii) on return?

[4]

(e) Suppose that the class `Animal` contains the following abstract method:

```
abstract public void m (float x);
```

and that the classes `Bird` and `Mammal` define different versions of this method.

Consider the method call in the following code:

```
Animal b = ...;  
b.m(1.5);
```

What determines the target object of the method call? What determines which version of the method is called? How does the called method access the target object?

[5]