Principles of Programming Languages - Quiz I

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1 Instructions

- 1. The quiz is to be turned in by 11:50 am.
- 2. Each question is worth 3 points.
- 3. Attempt as many problems as you can. You will be given partial credit, as per the policy discussed in class.

2 Problems

- 1. Categorize the errors that can occur in a program, with an example of each category.
- 2. Let $\Sigma = \{0, 1\}$ denote an alphabet. Let $L \subseteq \Sigma^*$ denote the language which consists of all strings that start with 0 and end with 1. Write a regular expression **and** a CFG corresponding to L.
- 3. Consider the CFG $G = \langle V, T, P, S \rangle$, with $V = \{S\}, T = \{0, 1\}$ and P given by:

$$S \rightarrow 0S1 \mid 1S0 \mid \epsilon$$

Argue that every string in L(G) has an equal number of 0s and 1s.

4. Consider the CFG $G = \langle V, T, P, S \rangle$, with $V = \{S\}$, $T = \{a\}$ and P given by:

$$S \to S \cdot S \mid a$$

Write the set equation corresponding to this grammar and give a solution to this equation.

5. Consider the following block of C code:

```
#include <stdio.h>
int a, b;
int p(void)
{
   int a, p;
   a =0; b=1; p=2;
   return p;
}
```

```
void print( void)
{
   printf('`%d\n%d\n'',a,b);
}

void q(void)
{
   int b;
   a= 3; b=4;
   print();
}

main()
{
   a=p();
   q();
}
```

What values will be printed, when the program is parsed using (a) Lexical scope, and (b) Dynamic scope?