



**The University of Jordan**

**Accreditation & Quality Assurance Center**

**COURSE Syllabus**

1	Course title	Compiler Design
2	Course number	1901472
3	Credit hours (theory, practical)	3
	Contact hours (theory, practical)	3
4	Prerequisites/corequisites	Theory of computation (CS 1901241)
5	Program title	Computer science
6	Program code	
7	Awarding institution	University of Jordan
8	Faculty	King Abdullah II School for Information Technology (KASIT)
9	Department	Computer Science Department
10	Level of course	4
11	Year of study and semester (s)	2019/2020/ First
12	Final Qualification	
13	Other department (s) involved in teaching the course	-
14	Language of Instruction	English
15	Date of production/revision	Sep,2019
16	Required/ Elective	Required

**16. Course Coordinator:**

<b>Prof. Riad Jabri</b>	Office Location	KASIT, First Floor – Beside CS Department
	Office Phone #	06-5355000 ext. 22591
	Office Hours	Wednesday 11:00 – 12:00 or by appointment
	e-mail	<b>jabri@ju.edu.jo</b>

**18. Course Description:**

Introduction to Compiling; Lexical analysis: specification and recognition of tokens, finite automata; Syntax analysis: grammars, top-down and bottom-up parsing; Syntax-directed translation; Semantic routines; Storage-allocation strategies; Code generation; Error recovery.

- 1.
2. 19. Course aims and outcomes:
- 3.

A- Aims: This course aims at:

- a- Showing how to apply the theory of language translation introduced in the prerequisite courses to build compilers and interpreters.
- b- Identifying and exploring the main issues of the design of translators.
- c- Providing necessary skills for the construction of a compiler/interpreter.

**B- Intended Learning Outcomes (ILOs):** Successful completion of this course should lead to the following learning outcomes:

**A- Knowledge and Understanding: Students should ...**

- A1) Understand the basic phases of Compilation.
- A2) Be able to understand how compilers operate.

**B- Intellectual skills: with the ability to ...**

- B1) Analyze and recognize the significance of the several phases through which a typical program is compiled.
- B2) Design a simple compiler.

**C- Subject specific skills – with ability to ...**

- C1) Design typical compilation phases.
- C2) Implement typical compilation phases

**D- Transferable skills – with ability to**

- D1) Discuss and work in a group in order to design and implement a typical high level language compiler.
- D2) Present the implemented compiler and make a demo.

## 20. A- Topic Outline and Schedule:

Course Contents, Teaching/Learning & Assessments Methods with ILOs			
Week	Topic Details	Teaching/Learning & Assessments Methods	ILOs Program SOs
2	<b>Introduction to Compiling.</b> <ul style="list-style-type: none"> <li>o The phases of a compiler.</li> <li>o Compiler-construction tools.</li> </ul>	<b>T:</b> Lecture & Discussion <b>L:</b> Reading lecture notes and Chapter 1 <b>A:</b> In class questions	A1 &A2 1,2,3
2	<b>A simple One-Pass Compiler.</b> <ul style="list-style-type: none"> <li>o Syntax definition and syntax directed translation.</li> <li>o Parsing.</li> <li>o A translator of simple expressions.</li> <li>o Lexical Analysis.</li> </ul> Incorporating a symbol table	<b>T:</b> Lecture & Presentation <b>L:</b> Programming assignment <b>A:</b> Quiz-1 on Chap. 1 , 2 &3	A2, A3, B1 &B3. 1,2,4,5
3	<b>Lexical Analysis.</b> <ul style="list-style-type: none"> <li>o The role of the lexical analyzer.</li> <li>o Input buffering.</li> <li>o Specification of tokens and Recognition of tokens.</li> </ul> Finite Automata	<b>T:</b> Lecture & Presentation <b>L:</b> Reading Chapter 5 <b>L:</b> Programming assignment <b>A:</b> In class questions, homework and programming assignment	A1, B1, C1 &C2 1,3,4,5

4	<b>Syntax Analysis.</b> <ul style="list-style-type: none"> <li>○ The role of parser.</li> <li>○ Context-free grammars.</li> <li>○ Writing a grammar.</li> <li>○ Top-down Parsing.</li> <li>○ Bottom-up parsing and operator-precedence parsing.</li> <li>- Ambiguous grammars</li> </ul>	<b>T:</b> Lecture & Presentation <b>L:</b> Reading Chapter 6 L: Programming assignment <b>A:</b> Quiz-2 on Chap. 5 & 4 homework and programming assignment	A1, B1, C1 &C2 1,2,3,4,5
1	<b>Type checking.</b> <ul style="list-style-type: none"> <li>○ Type systems.</li> <li>○ Specification of a simple type checker.</li> </ul> Equivalence of type expressions and type conversion	<b>T:</b> Lecture & Presentation <b>L:</b> Reading Chapter 7 <b>A:</b> Midterm Exam in Chap. 1-6	A1, B1, C1 &C2 1,2
1	<b>Intermediate Code generation.</b> <ul style="list-style-type: none"> <li>○ Intermediate Languages.</li> <li>○ Declarations.</li> </ul> Assignment Statements	<b>T:</b> Lecture & Presentation <b>L:</b> Reading Chapter 7 L: Programming assignment <b>A:</b> homework and programming assignment	A1, B1, C1 &C2 1,2,3
2	<b>Code Generation.</b> <ul style="list-style-type: none"> <li>○ Issues in the design of a code generator.</li> <li>○ The target machine.</li> <li>○ Run-time storage management.</li> <li>○ Basic blocks and flow graphs.</li> </ul>	<b>T:</b> Lecture & Presentation <b>L:</b> Reading Chapter 22 <b>A:</b> Quiz-3 homework and programming assignment	A1, B1, C1 &C2 1,2,3,4
1	<b>Code Optimization</b> <ul style="list-style-type: none"> <li>○ Introduction.</li> <li>○ The principal sources of optimization.</li> </ul>	<b>T:</b> Lecture & Presentation <b>L:</b> Reading references of programming languages <b>A: Presentation</b> Final Exam in all chapters covered in class	A1, B1, C1,C2 &D 1,2,3,5

4.

5.

## 21. Teaching Methods and Assignments:

Development of ILOs is promoted through the following teaching and learning methods:

### Teaching (T) Methods:

- Class contact is 3 hours per week. The Course will be delivered using different means like lectures, presentations, and discussion.
- Class lecture is 1 hour, lecture notes, exams (midterm and final) and quizzes are designed to achieve the course goals and objectives.

### Learning (L) Methods:

- You should read the assigned topics before class, and participate in class and do whatever it takes for you to grasp this material. Also, ask any question related to compilers.
- You are responsible for all material covered in the class.
- Please communicate with me regarding any concerns or issues related to compilers by either in class, course web page, phone or email.
- The web page (elearning.ju.edu.jo) is a primary communication vehicle. Lecture notes, presentations and syllabus are available on the web.

**Assessment (A) Methods:**

There will be several assessment methods of evaluation the performance of the students such as attending and class participation, quizzes, programming assignments, conducting the midterm and the final exams.

**22. Evaluation Methods and Course Requirements:**

Opportunities to demonstrate achievement of the ILOs are provided through the following assessment methods and requirements:

Assessment Type	Expected Due Date	Weight
Midterm Exam	TBA	30%
Final Exam	TBA	50%
Activities (Quizzes etc.)	TBA	30%

**23. Course Policies:**

A- Attendance policies:

- Excellent attendance is expected.
- The University of Jordan policy requires the faculty member to assign ZERO grade (F) if a student misses 10% of the classes that are not excused.
- Sign-in sheets will be circulated.
- If you miss class, it is your responsibility to find out about any announcements or assignments you may have missed.

B- Absences from exams and handing in assignments on time:

- Makeup exams according to the University of Jordan regulations.
- Assignments should be Handed on times

C- Health and safety procedures:

- The University of Jordan procedures

D- Honesty policy regarding cheating, plagiarism, misbehavior:

- Cheating or copying on exam or quiz is an illegal and unethical activity.

Standard University of Jordan policy will be applied:

E- Grading policy:

University Intended Grading Scale	
Weight	Grade
Below 50%	F
50 – 55	D

56 – 62	D+
63 – 69	C
70 – 77	C+
78 – 84	B
85 – 90	B+
91 – 100	A

F- Available university services that support achievement in the course:

- The faculty labs
- The university labs
- The library and e-library

#### 24. Required equipment:

The required equipment as provided by university services.

#### 25. References:

A- Required book (s), assigned reading and audio-visuals:

- **Compilers. Principles, Techniques and Tools by Aho, et al, Addison Wesley.**
- The Art of Compiler Design, theory and practice by Thomas Pittman and James Peters, Prentice-Hall, 1992.

B- Recommended books, materials, and media:

- 1-[www.thefreecountry.com/compilers/index.shtml](http://www.thefreecountry.com/compilers/index.shtml) - [Similar pages](#)
- 2-[www.bloodshed.net/compilers/](http://www.bloodshed.net/compilers/) - 21k - [Cached](#) - [Similar pages](#)
- 3-[www.idiom.com/free-compilers/](http://www.idiom.com/free-compilers/) - 12k - [Cached](#) - [Similar pages](#)

#### 26. Additional information:

- Average work-load student should expect to spend 6 hours per week.
- Participation in and contribution to class discussions will affect your final grade positively. Raise your hand if you have any question.
- Making any kind of disruption and (side talks) in the class will affect you negatively

Name of Course Coordinator: Prof. Riad Jabri -Signature: ----- Date: -----

Head of curriculum committee/Department: ----- Signature: -----

Head of Department: ----- Signature: -----

Head of curriculum committee/Faculty: ----- Signature: -----

Dean: ----- -Signature: -----

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