Code: 9A05501



B.Tech III Year I Semester (R09) Supplementary Examinations, May 2013 **PRINCIPLES OF PROGRAMMING LANGUAGES**

(Common to ECC and CSE)

Time: 3 hours

Max Marks: 70

Answer any FIVE questions All questions carry equal marks

- 1 (a) Compare the two approaches of bridging gap between high level languages and machine level languages.
 - (b) How an abstract syntax tree helps the designer of the programming languages? Explain with suitable an example
- 2 (a) Convert the following BNF to EBNF
 - $< assign > \rightarrow < id > = < expr >$
 - $\langle id \rangle \rightarrow A \mid B \mid C$
 - $\langle expr \rangle \rightarrow \langle id \rangle + \langle expr \rangle | \langle id \rangle * \langle expr \rangle | (\langle expr \rangle) | \langle id \rangle$
 - (b) Describe the basic concept of denotational semantics.
- 3 (a) What are design issues and implementation issues to be considered for including records and unions in a programming language?
 - (b) What is a variable? What are the attributes of a variable? Elaborate on each of them.
- 4 (a) What are the differences between break statement of C++ and that of java?
 - (b) Give brief description about guarded commands.
 - (c) Write design issues for arithmetic expressions.
- 5 (a) Discuss about type-checking.
 - (b) Explain how subprograms names are passed as parameters.
- 6 What is a monitor? Explain usage of monitors with example in concurrent Pascal to implement cooperation synchronization.
- 7 (a) Explain exception handling in ML.
 - (b) Distinguish between checked and unchecked exceptions.
- 8 (a) Discuss in detail about the different data structures that are present in LISP with suitable examples.
 - (b) Give brief description about the dialects of LISP.
