

## **Assignment 3**

### **Compiler Design**

1. **State** L – attributed grammars and S- attributed grammars with an example.
2. **Define** triple, Indirect triple, quadruples with examples.
3. **Explain** Abstract syntax trees with an example.
4. **Give the syntax-directed definition for if-else statement.**
5. **Define symbol table.**
6. **How to store names in symbol table?**
7. **Give the requirements for symbol table management.**
8. **What is the role of Symbol Table? Discuss different data structures used for symbol table.**