

## **Compilers (Professional English)**

## **Course Overview**

Level of study	Bachelor Degree
Workload	ECTS: 2 Total Hours: 36 Contact Hours: Lectures: Labs: Seminars: 36
Course Code	
Semester	Winter
Prerequisites	Programming
Course Objectives Learning Outcomes	<ol> <li>To learn the fundamental theory about graphs (definitions, theorems and their proofs)</li> <li>To study the basic algorithms of graph theory and their modifications</li> <li>To know applications of graph theory</li> <li>Knowledge of the structure of a compiler and of compilation stages</li> <li>Knowledge of formal language theory and its application in compilers</li> <li>Skills in lexical, syntax and semantic analysis of programming languages</li> <li>Skills in both oral and written scientific communications</li> </ol>
Syllabus	1. Lexical Analysis 2. Parsing 3. Semantic Analysis 4. Optimization 5. Code Generation
Labs	
Projects	Projects include implementing algorithms in a programming language, delivering lectures and seminars, writing reviews of scientific papers.  Any other options can be considered.



Assessment	Credit test
	https://www.coursera.org
Resources	http://www.tutorialspoint.com/compiler_design/index.htm
	http://dragonbook.stanford.edu/
Instructors	Yulia B. Burkatovskaya
	http://portal.tpu.ru/SHARED/t/TRACEY/English