1DL321: Kompilatorteknik I (Compiler Design 1)

Introduction to Programming Language Design and to Compilation

Information about the Course

- Period 2
- 5 credits (4 "exam" + 1 "assignments")
- 15 lectures & 5 lessons
  - Most likely, all of them will be done online

- Lecturer:
  – Kostis Sagonas (Hus 1, 352) kostis@it.uu.se

- Course home page of previous year in studentportalen

Course Structure

- Course covers
  - the theoretical basis of compilation, and
  - asks you to apply these concepts in assignments
    - however, there is no programming component

- Modern compilers are a successful combination of theory & practice!

- Assessment:
  - Written examination = theory (4 points)
  - Written assignments = practice (1 point)
    - A total of four of them – done in pairs
    - Exercises from the material of the lectures

Why take Compiler Design?

- Increase knowledge of common programming constructs and their properties
- Improve understanding of program execution
- Learn about PL implementation and understand why modern PLs are the way they are
- Increase ability to learn new languages

- Learn new (programming) techniques
- See many basic CS concepts at work