



NIET
GREATER NOIDA
"Think Programme, Think NIET"

Department of Computer Science and Engineering

ACTIVITY BASED LEARNING REPORT

B.Tech Sem: VI

Branch: CSE

Subject Name: Compiler Design

Paper Code: NCS- 603

Time: 11:20 a.m.

Section: A

Date: 03-02-2017

1. **Title :** Phases of the compiler
2. **Methodology:** Role Play
3. **Procedure for conducting the activity:**

The role play was conducted by 16 students and they divided in to 4 groups. Each group divided their topic and performed their task very effective. The 1st group performed the 1st (Lexical Analysis) and 2nd (Semantic Analysis) phases of compiler the seven . The 2nd group performed the 3rd (Syntax Analysis) phase of compiler the seven . The 3rd group performed the 4th (Intermediate Code Generator) and 5th (Code Optimization) phases of compiler the seven . The 4th group perform the last(Code Generation) phase of compiler.

4. **Result and Analysis:**

- a. Students learned how a program written in high level programming language and designed for humans understanding is systematically converted into low level assembly language understood by machines.
- b. Presentations skills of students improved.
- c. Team spirit among student increased.



5. Photograph :

