

_____ is a finite state machine that recognises a RE.
DFA

_____ represents the natural hierarchical structure of a source program
graphical representation

The data structure passed between the analysis and synthesis stages is called
_____ representation
intermediate

_____ can collect and use information about the names appearing in the source
program.
compiler

Set of variables that will reside in registers at a point in the program, is done during

register allocation

Information about the storage locations that will be bound to names at run-time is also
kept at _____
symbol table

A method for converting symbols into indices of n-entries in the symbol table with fixed
size is called _____
hash addressing

_____ can be passed either by value, result, reference or name
parameter

Collision method that uses a hash table called bucket of a fixed size as the symbol
table is called _____
chaining

_____ is an intermediate in power between the SLR and the canonical LR
lookahead