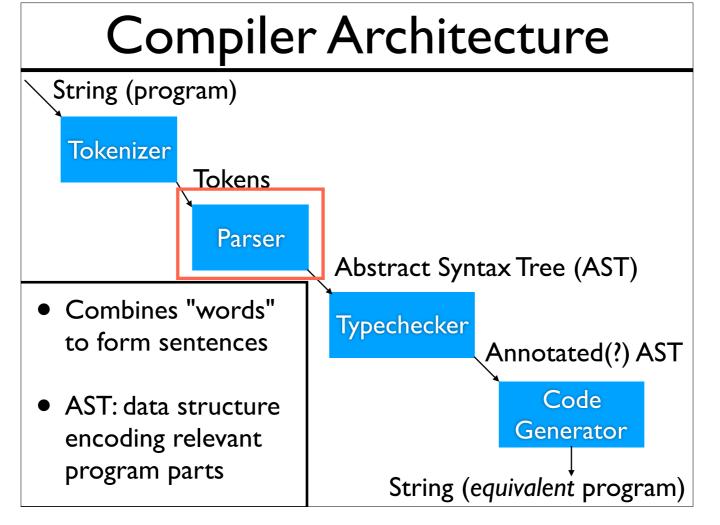


-For example, "return" has special meaning in most programs. It makes sense to look at "return" as one unit, instead of the separate characters 'r', 'e', 't', 'u', 'r', 'n'

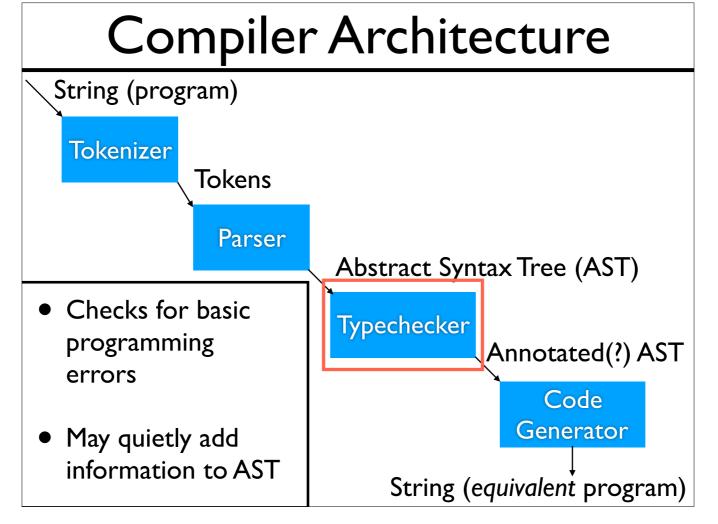
-Errors here are usually treated as syntax errors; errors tend to be basic in nature



-Many program parts are irrelevant (e.g., comments and whitespace)

-Also handles operator precedence and parentheses

-All syntax errors are from the tokenizer or parser; most are from the parser

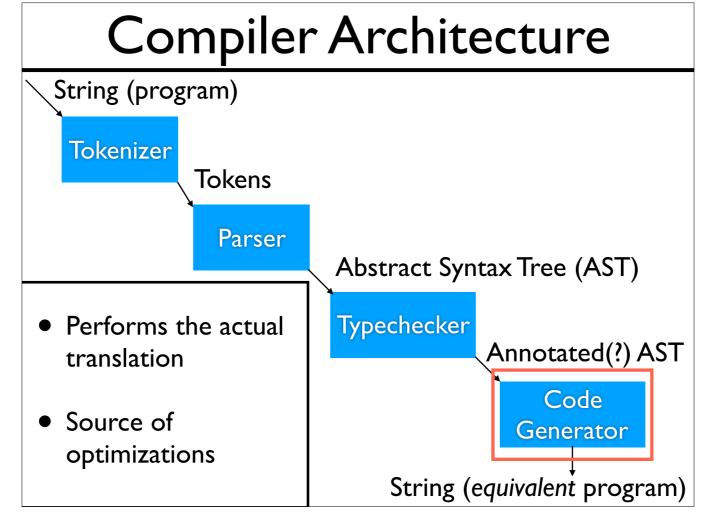


-Performs an analysis of the code (and is sometimes called semantic analysis)

-The origin of type errors

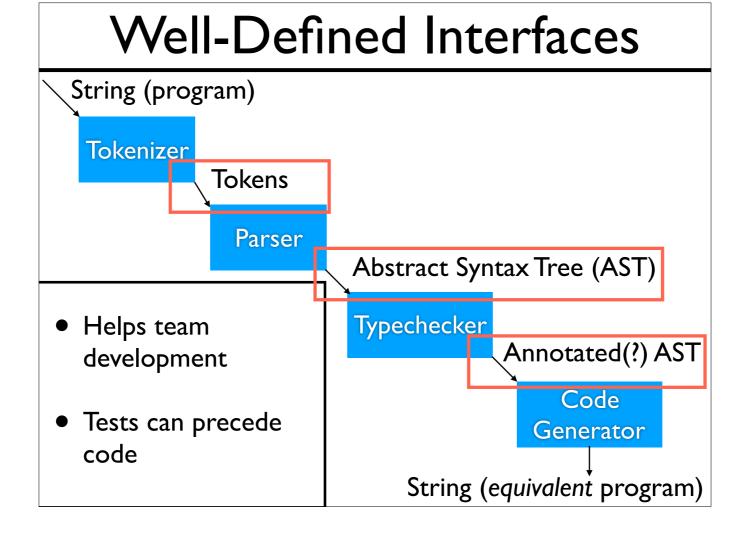
-Depending on the language, it may add information to the AST about the types of the values in play (e.g., x + y could refer to integer division or double division in Java; the typechecker will disambiguate between them)

-Can range from relatively simple to being the most complex component, depending on the language (and especially the kinds of errors we want to prevent)



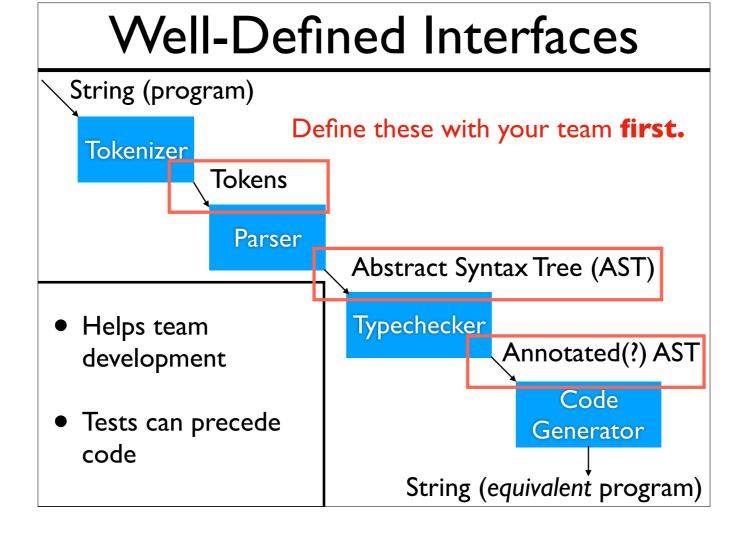
-In practice, usually the most complex component (especially for low-level targets)

-Often divided into a middle-end and back-end; the middle-end performs target-independent optimizations, whereas the back-end performs targetspecific optimizations (the tokenizer, parser, and typechecker form the front-end)



-Or at least, well-definable

-Assuming the spec is stable(ish), these components could be made independently (we won't be going to this extreme) -For each component, it should be possible to at least formulate tests without having that component available

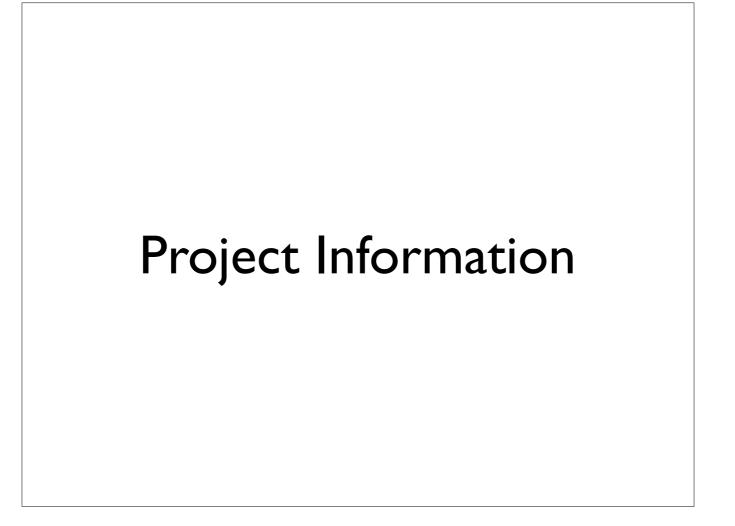


-Or at least, well-definable

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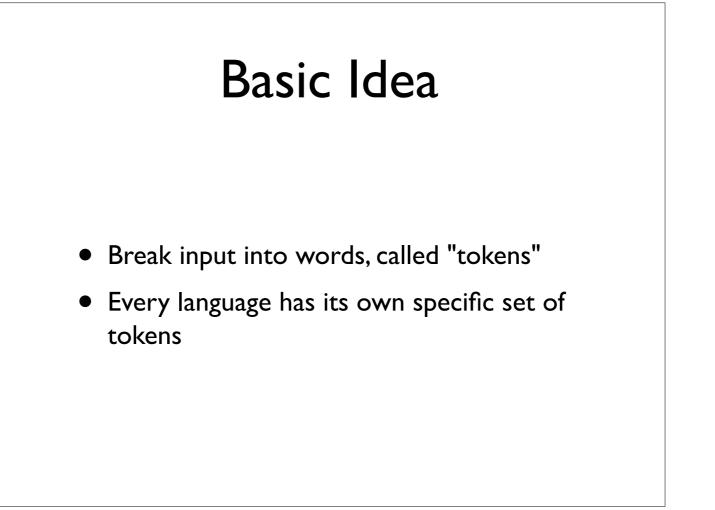
-For each component, it should be possible to at least formulate tests without having that component available

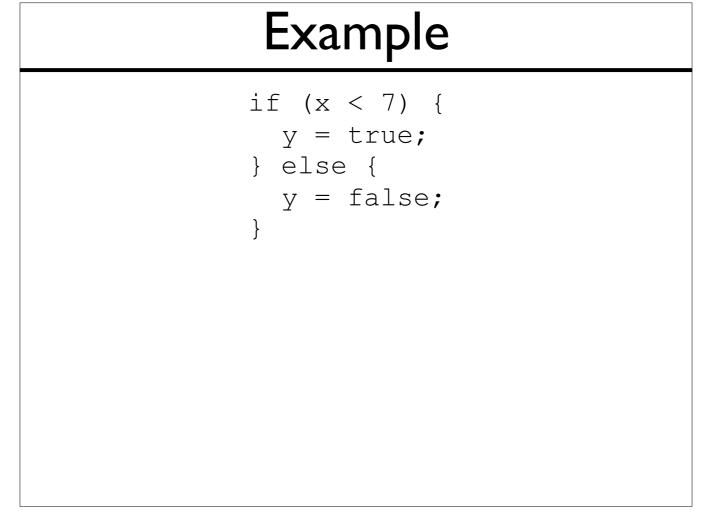
-If everyone agrees on the interface, it's possible to divide work without stepping on each other's toes. Otherwise, it's a nightmare (based on observations from last time)





-These terms mean the same thing





Example

```
if (x < 7) {
    y = true;
} else {
    y = false;
}</pre>
```

if	(var("x")	<
int(7))	{	var("y")
=	true	;	}
else	{	var("y")	=
false	; ;	}	

Tokenization Handout

