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If you don't want to print it out (the book is 984 pages long), you can often find used copies on Amazon. You can also get the source code, but, bear in mind that this code hasn't been touched since dinosaurs ruled the earth, and it's all in plain-old C. It will undoubtedly require some massaging for any contemporary compiler to

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For students, working engineers and programmers, this book teaches real-world compiler design concepts and implementation. The text dedicates the first chapter to an overview of the basic concepts in C programming, and presents a complete C compiler, including the complete sources for three compiler-generation tools (written in ANSI C).

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Software -- Programming Languages.

Language definition. Word recognition. Language recognition. Error recovery. Semantic restrictions. Memory allocation. Code generation. A load-and-go system. "sampleC compiler listing.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Maintaining a balance between a theoretical and practical approach to this important subject, Elements of Compiler Design serves as an introduction to compiler writing for undergraduate students. From a theoretical viewpoint, it introduces rudimental models, such as automata and grammars, that underlie compilation and its essential phases. Based on these models, the author details the concepts, methods, and techniques employed in compiler design in a clear and easy-to-follow way. From a practical point of view, the book describes how compilation techniques are implemented. In fact, throughout the text, a case study illustrates the design of a new programming language and the construction of its compiler. While discussing various compilation techniques, the author demonstrates their implementation through this case study. In addition, the book presents many detailed examples and computer programs to emphasize the applications of the compiler algorithms. After studying this self-contained textbook, students should understand the compilation process, be able to write a simple real compiler, and easily follow advanced books on the subject.

This book provides a practically-oriented introduction to high-level programming language implementation. It demystifies what goes on within a compiler and stimulates the reader's interest in compiler design, an essential aspect of computer science. Programming language analysis and translation techniques are used in many software application areas. A Practical Approach to Compiler Construction covers the fundamental principles of the subject in an accessible way. It presents the necessary background theory and shows how it can be applied to implement complete compilers. A step-by-step approach, based on a standard compiler structure is adopted, presenting up-to-date techniques and examples. Strategies and designs are described in detail to guide the reader in implementing a translator for a programming language. A simple high-level language, loosely based on C, is used to illustrate aspects of the compilation process. Code examples in C are included, together with discussion and illustration of how this code can be extended to cover the compilation of more complex languages. Examples are also given of the use of the flex and bison compiler construction tools. Lexical and syntax analysis is covered in detail together with a comprehensive coverage of semantic analysis, intermediate representations, optimisation and code generation. Introductory material on parallelisation is also included. Designed for personal study as well as for use in introductory undergraduate and postgraduate courses in compiler design, the author assumes that readers have a reasonable competence in programming in any high-level language.

Software -- Programming Languages.

Compiler technology is fundamental to computer science since it provides the means to implement many other tools. It is interesting that, in fact, many tools have a compiler framework - they accept input in a particular format, perform some processing and present output in another format. Such tools support the abstraction process and are crucial to productive systems development. The focus of Compiler Technology: Tools, Translators and Language Implementation is to enable quick development of analysis tools. Both lexical scanner and parser generator tools are provided as supplements to this book, since a hands-on approach to experimentation with a toy implementation aids in understanding abstract topics such as parse-trees and parse conflicts. Furthermore, it is through hands-on exercises that one discovers the particular intricacies of language implementation. Compiler Technology: Tools, Translators and Language Implementation is suitable as a textbook for an undergraduate or graduate level course on compiler technology, and as a reference for researchers and practitioners interested in compilers and language implementation.

Formal Languages and Computation: Models and Their Applications gives a clear, comprehensive introduction to formal language theory and its applications in computer science. It covers all rudimental topics concerning formal languages and their models, especially grammars and automata, and sketches the basic ideas underlying the theory of computation, including computability, decidability, and computational complexity. Emphasizing the relationship between theory and application, the book describes many real-world applications, including computer science engineering techniques for language processing and their implementation. Covers the theory of formal languages and their models, including all essential concepts and properties Explains how language models underlie language processors Pays a special attention to programming language analyzers, such as scanners and parsers, based on four language models□regular expressions, finite automata, context-free grammars, and pushdown automata Discusses the mathematical notion of a Turing machine as a universally accepted formalization of the intuitive notion of a procedure Reviews the general theory of computation, particularly computability and decidability Considers problem-deciding algorithms in terms of their computational complexity measured according to time and space requirements Points out that some problems are decidable in principle, but they are, in fact, intractable problems for absurdly high computational requirements of the algorithms that decide them In short, this book represents a theoretically oriented treatment of formal languages and their models with a focus on their applications. It introduces all formalisms concerning them with enough rigors to make all results quite clear and valid. Every complicated mathematical passage is preceded by its intuitive explanation so that even the most complex parts of the book are easy to grasp. After studying this book, both student and professional should be able to understand the fundamental theory of formal languages and computation, write language processors, and confidently follow most advanced books on the subject.

Software -- Programming Languages.

This book is designed primarily for use as a textbook in a one-semester course on compiler design for undergraduate students and beginning graduate students. The only prerequisites for this book are familiarity with basic algorithms and data structures (lists, maps, recursion, etc.), a rudimentary knowledge of computer architecture and assembly language, and some experience with the Java programming language. A complete study of compilers could easily fill several graduate-level courses, and therefore some simplifications and compromises are necessary for a one-semester course that is accessible to undergraduate students. Following are some of the decisions made in order to accommodate the goals of this book. The book has a narrow focus as a project-oriented course on compilers. Compiler theory is kept to a minimum, but the project orientation retains the "fun" part of studying compilers. The source language being compiled is relatively simple, but it is powerful enough to be interesting and challenging. It has basic data types, arrays, procedures, functions, and parameters, but it relegates many other interesting language features to the project exercises. The target language is assembly language for a virtual machine with a stack-based architecture, similar to but much simpler than the Java Virtual Machine (JVM). This approach greatly simplifies code generation. Both an assembler and an emulator for the virtual machine are provided on the course web site. No special compiler-related tools are required or used within the book. Students require access only to a Java compiler and a text editor, but most students will want to use Java with an Integrated Development Environment (IDE). One very important component of a compiler is the parser, which verifies that a source program conforms to the language syntax and produces an intermediate representation of the program that is suitable for additional analysis and code generation. There are several different approaches to parsing, but in keeping with the focus on a one-semester course, this book emphasizes only one approach, recursive descent parsing with one symbol lookahead.