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| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | SYSTEM SOFTWARE AND COMPILER DESIGN | 1. Compiler design principles provide an in-depth view of translation and optimization process. Compiler design covers basic translation mechanism and error detection & recovery. It includes lexical, syntax, and semantic analysis as front end, and code generation and optimization as back-end.  2.Application of Compilers are:   * Compiler design helps full implementation Of High-Level Programming Languages. * Support optimization for Computer Architecture Parallelism. * Design of New Memory Hierarchies of Machines. * Widely used for Translating Programs. * Used with other Software Productivity Tools. | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO1:Engineering Knowledge  PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO5:Modern Tool Usage  PO12: Life-long  Learning. |  |
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|  |  | PSO1:Professional Skills  PSO2:Problem Solving Skill |
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|  |  | CO1:Design and Apply SIC assembler translation process of given source program to Machine language program, and Analyze the features of SIC variations, design options of SIC Assembler.    CO2:Analyze the features of various types of loaders, and Apply the loader operation to a given program.  CO3:Analyze and Design the process of lexical analyser.    CO4:Analyze and Design different types of parsers and Apply the Parser process for a given source string and respective grammar.  CO5:Understand SDD and SDT, Apply the operations of intermediate code generation phase, code generation phase, and code optimization phase to a given example source code. |
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