

Compiler Design Theory The Systems Programming Series

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Introduction of Compiler Design Last Updated: 21-11-2019 Compiler is a software which converts a program written in high level language (Source Language) to low level language (Object/Target/Machine Language). Cross Compiler that runs on a machine 'A' and produces a code for another machine 'B'.

~~Introduction of Compiler Design - GeeksforGeeks~~

C++ was first used in 1980 for systems programming. The initial design leveraged C language systems programming capabilities with Simula concepts. Object-oriented facilities were added in 1983. The Cfront program implemented a C++ front-end for C84 language compiler. In subsequent years several C++ compilers were developed as C++ popularity grew.

~~Compiler - Wikipedia~~

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Type theory is the study of type systems. The concrete types of some programming languages, such as integers and strings, depend on practical issues of computer architecture, compiler implementation, and language design. Fundamentals. Formally, type theory studies type systems.

~~Type system - Wikipedia~~

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