

## Grading rules

The work is graded based on the systematic work throughout the semester - submitted projects and blackboard exercises. The final grade is based on the mark expressed in points according to the table below:

No. of points	Grade
<0-50)	2
<50-60)	3
<60-70)	3.5
<70-80)	4
<80-90)	4.5
<90-100>	5

Table 1. Score-final grade relationship

Score from the projects constitute up to 80 points, all blackboard exercises and tests amount to the maximum of 20 points.

The laboratories last 14 hours in total and are grouped in two-hour sessions. Most of the laboratories are composed of two parts.

- The first part is of a class type - the blackboard exercises. The problems discussed are presented in the schedule below. The answer of a person that applies voluntarily is graded on a scale from 0 to 10, a person appointed by the lab supervisor is graded on a scale from -10 to 10. The tests are also scored on a scale from -10 to 10.
- The second part comprises individual discussion and grading of the project.

The schedule of exercises and deadlines for submission of the project stages is presented in table 2. There is a penalty of 4% of the score for each starting 24 hours of delay.

L a b N o .	Homework due	Ma x. sco re	Exercises
1.			Code generation
2.	Makefile for the exemplary infix-to-postfix compiler	2	Test - code generation
3.	Lexical analyzer for the example compiler in flex	4	Regular expressions, NFAs and DFAs
4.	Syntax analyzer for the example compiler in bison Addition of missing instructions to a virtual machine	4 4	Generation of Bottom-Up parser automatons
5.	Grammar of the target language in bison, symbol-table generation	26	TBD
6.	Code generation for expressions	20	TBD
7.	Control instructions and functions	20	Conclusion

Table 2. Laboratory schedule