Course Outcome of Formal Language and Automata Theory

**CO 1**: (apply)

**Application** of automata theory (Deterministic finite automata, Non-deterministic finite automata) and formal languages.

**CO 2**: (select)

**Specify** regular expression for given regular language and identify given language is regular or not with the help of pumping lemma.

**CO 3**: (relate)

**Corelate** deterministic and non-deterministic push down automata.

**CO 4**: (compute)

**Determine** programming technique for Turing machine and discuss intractable problem (P, NP).

**Student Outcomes**

Upon graduation, COMPILER DESIGN majors should be able to:

* Demonstrate an understanding of the key facts, concepts, principles, and theories of compiler.
* Analyze real problems, and select and apply appropriate techniques from computing, mathematics and engineering to solve them.
* Demonstrate an ability to use software development tools.
* Model, design, build, and evaluate software systems of varying complexity based on client requirements, and subject to realistic constraints.
* Design experiments and think critically in evaluating the design choices made and tradeoffs considered when developing software-based systems.
* Work effectively as a member or leader in a multidisciplinary team.
* Describe the need for and an ability to engage in continuing professional development.
* Communicate technical information effectively, both orally and in writing.
* Recognize the social, professional, cultural, and ethical issues involved in the use of computer technology and give them due consideration in decision making.