3. SLR(k) says look k symbols ahead when LR(k) table has conflict. This means SLR(0) says to look 0 symbols ahead if conflict.
That means conflict cannot be in LR(0) table since no lookahead is used. So SLR(0) = LR(0).

4. a) Prefix: +/ab+cd+ef
Postfix: ab+cd+ef
b) Prefix: ++/abcde
Postfix: cd/ef+1/d+e

5. (0*1)* (0*1)

NFA

DFA

This already is minimized.

6. a) Synthesized (optical)
   b) Need to have
   Right-hand side attributes to pass to left-hand side
   Nonterminals which require a bottom-up parse.
   c) yes, procedure is also bottom-up.

   (6) \( E_1 \rightarrow E_2 + T \)
   E_1 . code =
   if E_2 . type = T . type then
   \( < E_2 . code + T . code > \)
   if T . type = VALUE real
   \( \text{else } \langle E_2 . code + T . code > \)