

B.E.Fourth Semester (Computer Science Engineering) (C.B.S.)  
**System Programming**

P. Pages : 3

Time : Three Hours



**NKT/KS/17/7297**

Max. Marks : 80

- Notes :
1. All questions carry marks as indicated.
  2. Solve Question 1 OR Questions No. 2.
  3. Solve Question 3 OR Questions No. 4.
  4. Solve Question 5 OR Questions No. 6.
  5. Solve Question 7 OR Questions No. 8.
  6. Solve Question 9 OR Questions No. 10.
  7. Solve Question 11 OR Questions No. 12.
  8. Assume suitable data whenever necessary.

1. a) Explain Pass 1 of Assembler in detail with the help of flowchart and databases. **8**
- b) Differentiate between - **5**
- i) Open subroutine and closed subroutine.
  - ii) Pure procedure and Impure procedure.

**OR**

2. For the following program draw the symbol table, literal table, base table and object code **13**

PROG	START	0
	BALR	15, 0
	USING	*, 15
	LR	5, 15
	LH	1, Data 1
	USING	*, 10
	BR	14
DATA 2	DC	F '11'
DATA 1	DC	H '22'
TRS	DC	H '23'
BCK	DS	F
AA	EQU	1
DP	EQU	2
	BALR	2, 0
	USING	* + AA, TRS
	LA	7, = A(BCK)
	BR	6,
	DC	H '64'
	DROP	DP
	L	9, = A(DATA 1)
	A	9, TRS
	LTORG	
	ST	Q, = F '100'
	END	

3. a) What is conditional macro expansion ? Explain in detail with example. **6**
- b) What databases are used by the two passes of macro processor ? Explain advantages and disadvantages of combining macro processor with assembler. **7**

**OR**

4. For the following assembly program prepare MDT, MNT and ALA. Also write expanded source code. **13**

```

MACRO
XYZ    & A
ST     1, & A
MEND
MACRO
MIT    & Z
MACRO
& Z    & W
AR     Y, & W
XYZ    ALL
MEND
ST     & Z, ALL
MEND
PROG  START
      USING    *, 15
      MIT      HELLO
      ST       2, 3
      HELLO    YALE
YALE  EQU      5
ALL   DC       F '3'
      END

```

5. a) Explain relocating loader in detail with advantages and disadvantages. **8**
- b) Explain in detail about Dynamic linking and dynamic loading with example. **6**

**OR**

6. a) Show the entries in ESD, TXT and RLD Cards for the following Prog. **10**

```

JOHN  START
      ENTRY    SUM, DATA
      EXTRN    LOOP, POINTER
      BALR     15, 0
      USING    *, 15
      SR       4, 14
      L        1, FOUR
      A        2, FOUR
      ST       2, FOUR
      BR       14
FOUR  DC      F '4'
LOOP  DC      A(SUM + 4)
POINTER DC    A(LOOP - DATA)
      DC      A(POINTER - LOOP)
      DC      A(POINTER)
      END

```

- b) Write short note on link Editor. 4
7. a) Explain in detail the format of common object file. 8
- b) Write a note on link editor. 5

**OR**

8. a) Describe source code control code control system with example. 7
- b) What is symbolic debugger ? Explain in brief. 6
9. a) Describe in detail the anatomy and types of device driver in UNIX SYSTEM. 13

**OR**

10. a) What are the major design issues in the study of device driver ? Elaborate. 6
- b) Write a note on driver memory allocation. 7
11. What is compiler ? Draw a block diagram of the phases of compiler and indicate the main function of each phase. 14

**OR**

12. a) Describe LEX as a tool, for system programming. 7
- b) What is a cross compiler ? Explain how boot strapping can be achieved. 7

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