

Roll No

National Institute of Technology Goa

Programme Name: B.Tech

End Semester Examinations, May-2019

B. Tech

Th Sem

[10 marks]

Course Name: Systems Programming

Date: 02/05/2019 Duration: 3 Hours Course Code: CS251 Time: 2:00 PM-5:00 PM

Max. Marks: 100

ANSWER ALL QUESTIONS

NOTE: Opcodes for a selected set of instructions are given in Page 4 of this paper. Same codes must be used.

1. Explain the various instruction formats supported in SIC/XE giving 2 examples for each.

a. Consider the following instruction

LDA #3

Suppose with a minor extension to literal notation, we could write the same instruction as LDA = W'3'

specifying as the literal operand a word with the value 3. Would this be a good idea?

b. What is the advantage of writing

MAXLEN

FOU

BUFEND-BUFFER

Instead of

MAXLEN

EOU

4096

Explain

c. Write short notes on one-pass assembler and a multi-pass assembler.

[3+3+4=10 marks]

3. Generate the object program for the SIC/XE program given in Pages 5 & 6 of this question paper. Write the location counter as well as object code for the instructions on the Pages 5 & 6 and attach the same to the answer booklet. Write the final object program(s) in the answer booklet.

[20 marks]

4.

- a. What are the data structures used in a linking loader? Explain
- b. Compare and contrast a linking loader and a linkage editor.
- c. Write a short note on dynamic linking

[3+4+3=10 marks]

5. Consider the three (separately assembled) programs (PROGA, PROGB and PROGC) given in Pages 7 & 8 of this question paper each of which consists of a single control section. Each program contains a list of items (LISTA, LISTB and LISTC) and the ends of these lists are marked by the labels ENDA, ENDB and ENDC. Each program consists of same set of references to these symbols. Note that all portions of the programs which are not involved in relocation and linking are omitted. Write the object programs that are generated at the end of the assembly process. Assume PROGA to be the main program. Write the object code for the instructions and other lines wherever applicable on the Pages 7 & 8 and attach the same to the final answer booklet. Write the final object programs in the answer script.

6. The object program given below need to be loaded into memory. Show the program in memory after loading considering the starting address as 2000.

```
HPROG 0000000107A
T0000001EFFC1400334810390000362800303000154810613C000300002A0C003900002D
T00001E15E000C00364810610800334C0000454F46000003000000
T0010391EFFC040030000030E0105D30103FD8105D2800303010575480392C105E38103F
T0010570A8001000364C0000F1001000
T00106119FE0040030E01079301064508039DC10792C00363810644C000005
E000000
                                                                                                                                                                                                                                                                            [10 marks]
```

Consider a macro defined as follows:

RDBUFF	MACRO	&INDEV, &BUFADR, &RECLTH, &EOR, &MAXLTH
&EORCT	SET	%NITEMS(&EOR)
0 to 3000 to 3000 (200) (2000 (200) (2000 (2000 (2000 (2000 (2000 (2000 (2000 (2000 (2000 (2000 (2000 (200) (2000 (2000 (2000 (200) (2000 (2000 (2000 (200) (2000) (2000 (2000 (2000 (200) (2000 (2000 (2000 (200) (2000 (2000 (200) (2000 (2000 (200) (2000 (2000 (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (2000 (200) (200) (2000 (200)	CLEAR	X
	CLEAR	A
	IF	(&MAXLTH EQ '')
	+LDT	#4096
	ELSE	
	+LDT	#&MAXLTH
	ENDIF	
\$LOOP	TD	=X`&INDEV`
71001	JEQ	\$LOOP
	RD	=X`&INDEV`
&CTR	SET	1
doll	WHILE	(&CTR LE &EORCT)
	COMP	=X 0000&EOR[&CTR]
	JEQ	\$EXIT
&CTR	SET	&CTR+1
acii(ENDW	
	STCH	&BUFADR, X
	TIXR	T
	JLT	\$LOOP
SEXIT	STX	&RECLTH
YEMLI	MEND	

Expand the following macro invocation statements for the macro definition given above

```
F1, BUF, LENGTH, ,
a. RDBUFF
               OE, BUFF, LENG, (00), 100
b. RDBUFF
               F2, BUFFER, LEN, (00, 05, 03, 04)
c. RDBUFF
```

[4+4+4=12 marks]

8.

a. Briefly explain the Define and Expand procedure of a 2-pass macro processor

b. What is the limitation of a standard 2-pass macro processor when a macro is defined within another macro? How it is addressed?

c. Can a macro invoke another macro? How is it handled in a macro processor? Explain

[3+3+2=8 marks]

Opcode for a few selected instructions

ADD m	18
ADDF m	58
ADDR R1, R2	90
CLEAR R1	B4
COMP m	28
COMPF m	88
COMPR R1, R2	A0
DIV m	24
DIVR R1, R2	9C
J m	3C
JEQ m	30
JGT m	34
JLT m	38
JSUB m	48
LDA m	00
LDB m	68
LDF m	70
T.DL m	08

LDS m		6C
LDT m		74
LDX m		04
MUL m		20
MULR R1,	R2	98
RD m		D8
RSUB		4C
STA m		OC
STB m		78
STF m		80
STL m		14
STS m	74	7C
STX m	1.4	10
SUB m		1C
TD m		EO
TIX m		2C
TIXR R1		B8
WD m		

Register numbers

A	0
X	1
L	2
В	3
S	4
T	5
F	6
PC	8
CIVI	0

Assembly language (SIC/XE) program for Question (3)

ARRMP	START	0		
	EXTDEF	ALPHA, MAXLEN		
	EXTREF	SUMARR, FMAXA,	FMINA.	MKZERA
	+JSUB	SUMARR		THE PARTY
	+JSUB	FMAXA		
	+JSUB	FMINA		
	+JSUB	MKZERA		
	RSUB			
ALPHA	RESW	100		
AEND	EQU	*		
MAXLEN	EQU	AEND-ALPHA		
SUMARR	CSECT			
	EXTREF	AT DUA MARKET		
	CLEAR	ALPHA, MAXLEN		
	CLEAR	X		
	LDS	A		
	+LDT	THREE		
	LDA	MAXLEN		
	STA	#0		
ADDLP	+ADD	SUM		
	ADDR	ALPHA, X		
	COMPR	S,X		
	JLT	X,T		
	STA	ADDLP		
	RSUB	SUM		
THREE	WORD	2		
SUM	RESW	3		
	KEOW	1		
FMAXA	CSECT			
	EXTREF	ALPHA, MAXLEN		
	CLEAR	X		
	CLEAR	A		
	LDS	THREE		
	STX	MAXVAL		
	+LDT	MAXLEN		
MAXLP	+LDA	ALPHA, X		
	COMP	MAXVAL		
	JLT	INCR		
	STA	MAXVAL		
INCR	ADDR	S,X		
	COMPR	X, T		
	JLT	MAXLP		
	RSUB			
THREE	WORD	3		
MAXVAL	RESW	1		

FMINA	CSECT	
	EXTREF	ALPHA, MAXLEN
	CLEAR	X
	CLEAR	A
	LDS	THREE
	STX	MINVAL
	+LDT	MAXLEN
MINLP	+LDA	ALPHA, X
	COMP	MINVAL
	JGT	INCR
	STA	MINVAL
INCR	ADDR	S,X
	COMPR	X, T
	JLT	MINLP
	RSUB	
THREE	WORD	3
MINVAL	RESW	1

MKZERA	CSECT	
	EXTREF	ALPHA, MAXLEN
	CLEAR	X
-	CLEAR	A
	LDS	THREE
	+LDT	MAXLEN
ZERLP	STA	ALPHA, X
	ADDR	S,X
	COMPR	X, T
	JLT	ZERLP
	RSUB	
THREE	WORD	3

Assembly language (SIC/XE) program for Question (5)

```
0000 PROGA START 0
EXTDEF LISTA, ENDA
EXTREF LISTB, ENDB, LISTC, ENDC

.

0010 REF1 +LDA LISTB-LISTA
0014 REF2 +LDT LISTB+7
0018 REF3 LDX #ENDA-LISTA
001B REF4 LDS LISTA

.

0030 LISTA EQU *
.

0047 ENDA EQU *
.

0047 REF5 WORD ENDA-LISTA+LISTC
004A REF6 WORD ENDC-LISTC+LISTA-1
004D REF7 WORD LISTB-LISTA
0050 REF8 WORD LISTB-LISTA
0050 REF8 WORD LISTB-LISTC
0053 REF9 WORD LISTA-LISTB-ENDA+ENDB
END REF1
```

```
O000 PROGB START 0

EXTDEF LISTB, ENDB
EXTREF LISTA, ENDA, LISTC, ENDC

.

O023 REF1 +LDA LISTB-LISTA
O027 REF2 LDT LISTB+7
O02A REF3 +LDX #ENDA-LISTA
O02E REF4 +LDS LISTA
.

.

O038 LISTB EQU *
.

O044 ENDB EQU *
.

O044 REF5 WORD ENDA-LISTA+LISTC
O047 REF6 WORD ENDC-LISTC+LISTA-1
O04A REF7 WORD LISTB-LISTA
O04D REF8 WORD LISTB-LISTC
O050 REF9 WORD LISTA-LISTB-ENDA+ENDB
END
```

```
0000 PROGC START 0

EXTDEF LISTC, ENDC
EXTREF LISTA, ENDA, LISTB, ENDB

.

0028 REF1 +LDA LISTB-LISTA
002C REF2 +LDT LISTB+7
0030 REF3 +LDX #ENDA-LISTA
0034 REF4 +LDS LISTA
.

004F LISTC EQU *

.

005D ENDC EQU *

005D REF5 WORD ENDA-LISTA+LISTC
0060 REF6 WORD ENDC-LISTC+LISTA-1
0063 REF7 WORD LISTB-LISTA
0066 REF8 WORD LISTB-LISTC
0069 REF9 WORD LISTA-LISTB-ENDA+ENDB
END
```