

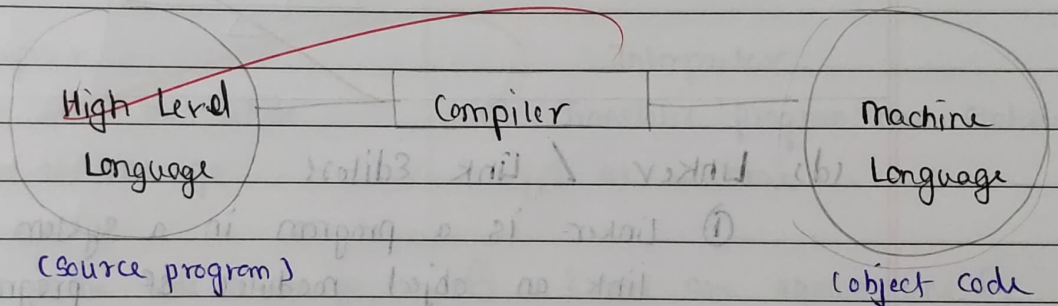
TUTORIAL 1

SYSTEM SOFTWARE

Q.1. > Define the following terms

(a) Compiler

- ① A compiler is a software that typically takes a high level language (like C++ and Java) code as input and converts the input to a lower language at once.
- ② It lists all the errors if the input code does not follow the rules of its language.

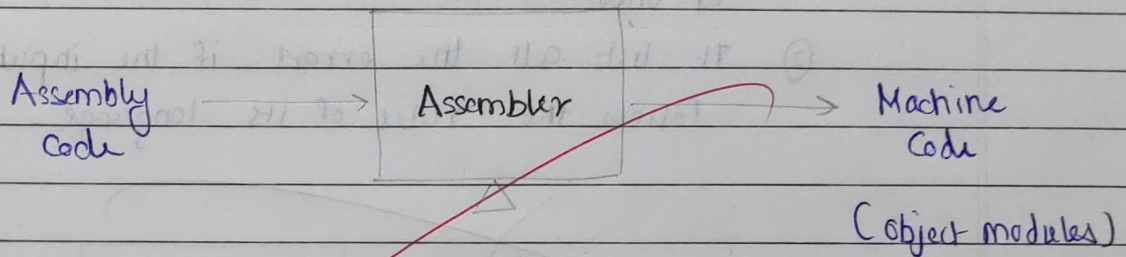


(b) Interpreter

- ① The software by which the conversion of the high level instructions is performed line-by-line to machine level language, other than compiler and assembler is known as INTERPRETER.
- ② If an error is found on any line, the execution stops till it is corrected.
- ③ It translates source code into some efficient intermediate representation and immediately executes this.

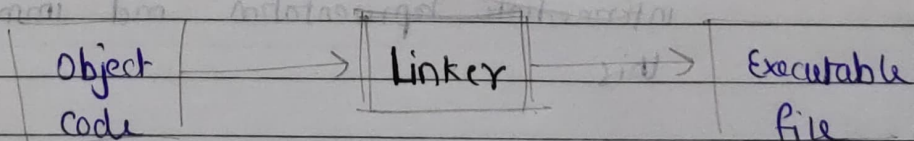
(c) Assembler

- ① Assembler is a program for converting instructions in low-level Assembly code into relocatable machine code and generating along information for the loader.
- ② It generates instructions by evaluating the mnemonics (symbols) in operation field and find the value of symbols and literals to produce machine code.



(d) Linker / Link Editors

- ① Linker is a program in a system which helps to link an object modules of program into a single object file.
- ② It performs the process of Linking [collecting and maintaining piece of code into a single file]
- ③ Linker also links a particular module into system library.
- ④ It takes object modules from assembler as input and forms an executable file as output for loader.



c) Loader

- ① Loader is the program of the OS which loads the executable from the disk into the primary memory (RAM) for execution.
- ② It allocates the memory space to the executable module in the main memory and then transfers the control to the beginning instruction of the program.

② Difference between Compiler and Interpreter.

Compiler

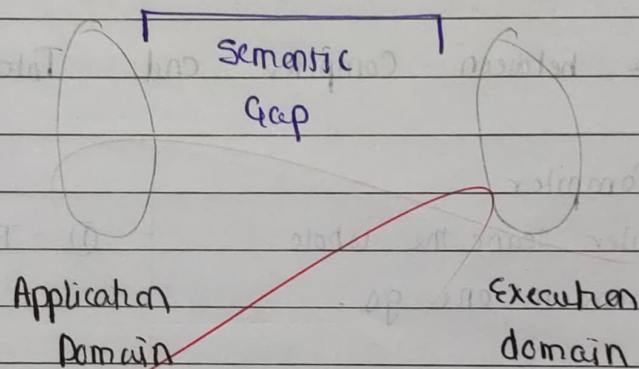
- ① Compiler scans the whole program in one go.
- ② As it scans the code in one go, the errors (if any) are shown at the end together.
- ③ Main Advantage of compiler - Execution time
- ④ Does not require source code for later execution
- ⑤ Eg: C, C++, C# etc.

Interpreter

- ① Translates program one statement at a time.
- ② Errors are shown line by line.
- ③ Due to interpreters being slow in executing the object code, it is preferred less.
- ④ requires source code for later execution.
- ⑤ Eg: Python, Ruby, Perl

Q. Explain the Semantic Gap.

- ① The Semantic Gap characterizes the difference between two descriptions of an object by different linguistic representation for eg. languages or symbols.
- ② According to Hein, the semantic gap can be defined as "the difference in meaning between construct code formed within different representation systems."



③ Consequences of Semantic Gap:

- ① Large development times
- ② Large development effort
- ③ Poor Quality Software

Reser

Semantic Gap can be solved via Software engineering.