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By K B Hemanth Raj

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Sixth Semester B.E. Degree Examination, June/July 2019 System Software and Complier Design

Time: 3 hrs.

USN

Max. Marks: 80

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

Explain SIC/XE architecture. 1

(08 Marks)

Generate the complete object program for the following SIC/XE assembly program.

WRREC START 405D CLEAR X LDT LENGTH WLOOP TD OUTPUT WLOOP JEO LDCH BUFFER, X WD OUTPUT TIXR T WLOOP JLT RSUB OUTPUT BYTE X '05' END Address of BUFFER 4033 Address of LENGTH 4036

Op Codes:

CLEAR - B4; JEQ - 30; WD - DC: JLT - 38; LDT - 74:

LDCH - 50: TIXR - B8; RSUB - 4C. (08 Marks)

OR

List all assembler independent and dependant features and explain program relocation.

(05 Marks)

Explain the data structures used in macro processor with example.

(03 Marks)

Explain the following macroprocessor independent features.

i) Generation of unique lables

ii) Keyword macro parameter.

(08 Marks)

Module-2

What is loader? What are the basic functions the loader has to perform? 3 (04 marks)

Develop an algorithm for bootstrap loader.

(07 marks)

Explain dynamic linking with suitable diagram.

(05 Marks)

OR

Differentiate between a linking loader and linkage editor, with the help of suitable diagram.

(08 marks)

Explain different loader option commands with examples.

(04 marks)

Illustrate MS – DOS object module with its record types.

(04 Marks)

Module-3

5 a. With the help of a diagram, explain the various phases of complier.

(08 Marks)

b. Explain the concept of input buffering in the lexical analysis.

(04 Marks)

c. What design objectives, complier optimizations must meet.

(04 Marks)

OR

6 a. Write a LEX program for the tokens given below:

(08 Marks)

LEXEMES	TOKEN NAME	ATTRIBUTE VALUE
Any WS		
if	if	
then	then	
else	else	
Any id	id	ptr to table entry
Any number	number	ptr to table entry
<	reloop	LT
<=	reloop	LE
=	reloop	EQ
< >	reloop	NE
>	reloop	GT
>=	reloop	GE

b. Write regular definitions for unsigned numbers and draw the transition diagram for the same.

(08 Marks)

Module-4

7 a. Define left recursion grammer, eliminate left recursion from the following grammer:

$$S \rightarrow aB \mid ac \mid sd \mid se$$

$$B \rightarrow b Bc \mid f$$

$$C \rightarrow g$$
.

(03 Marks)

- b. Consider the following context free grammer $S \rightarrow SS + |SS| * |a|$ and the input string aa + a*
 - i) Give LMD and RMD
 - ii) Parse tree
 - iii) Is the grammer ambiguous? Why
 - iv) Describe the language generated by the grammer
 - v) Left factor the grammer.

(05 Marks)

c. Consider the following grammer with terminals (, [,),]

$$S \rightarrow TS \mid [S] S \mid S \mid \in$$

$$T \rightarrow (x)$$

$$X \to TX \mid [X] \mid X \mid \in$$

- i) Construct first and follow sets
- ii) Construct its LL(1) parsing table
- iii) Is this grammer LL(1)?

(08 marks)

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OR

8 a. The following is ambiguous grammer

 $S \rightarrow AS \mid b$

 $A \rightarrow SA \mid a$

Construct for this grammer its collection of sets of LR(0) items. IF we try to build an LR – parsing table for the grammer, there are certain conflicting actions what are they? Suppose we tried to use the parsing table by non deterministically choosing a possible action whenever there is a conflict, show all the possible sequences of actions on input abab\$.

(10 Marks)

b. What are the actions of a shift – reduce parser. Design shift – reduce parser for the following grammer on the input $10201 \text{ S} \rightarrow 0 \text{ S} 0 | 1 \text{ S} 1 | 2$. (06 Marks)

Module-5

9 a. Consider the context free grammer given below:

 $S \rightarrow EN$

 $E \rightarrow E + T \mid E - T \mid T$

 $T \rightarrow T * F \mid T / F \mid F$

 $F \rightarrow (E) \mid digit$

 $N \rightarrow :$

- i) Obtain the SDD for the above grammer
- ii) Construct annotated parse tree for the input string 5 * 6 + 7. (08 Marks)
- b. Obtain the DAG for the expression, show the steps a + a * (b c) + (b c) * d. (04 Marks)
- c. Translate the assignment

a = b * - c + b * - c into

- i) Three address code
- ii) Quadruples.

(04 Marks)

OP

10 a. Explain the issues in the design of a code generator.

(11 marks)

- b. Write the machine instructions for the following three address instructions:
 - i) b = a[i]
 - ii) a[i] = c
 - iii) x = *p
 - iv) *p = y
 - v) if x < y got L.

(05 Marks)

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