

## VI Semester B.C.A. Examination, August/September 2023 (CBCS) (F + R) (2016 – 17 and Onwards) COMPUTER SCIENCE

BCA - 602 : System Programming

Time: 3 Hours

Max. Marks: 100

Instruction: Answer all Sections.

## SECTION - A

Answer any 10 questions. Each question carries two marks.

 $(10 \times 2 = 20)$ 

- 1. What is the difference between compiler and interpreter?
- 2. What are the functions of a loader?
- 3. List any two advantages of assembly language.
- 4. What is PSW?
- 5. Mention the different types of sorting techniques.
- 6. What is a macro? Write down its syntax.
- 7. What is a symbol table? Give its format.
- 8. Define AIF and AGO.
- 9. Explain EXTRN pseudo-op.
- 10. Define relocation factor.
- 11. Mention any 4 components of SP.
- 12. Mention different phases of compiler.

## /SECTION - B

Answer any five questions. Each question carries five marks.

 $(5 \times 5 = 25)$ 

- 13. Explain the general machine structure with a neat diagram.
- 14. Explain bucket sort with an example.
- 15. Explain pass 2 of assembler with a neat flowchart.

- 16. Explain macro definition with arguments with an example.
- 17. Explain general loader with a neat diagram.
- 18. Explain absolute loader with a neat diagram.
- 19. Explain the databases used in lexical analysis phase of a compiler.
- 20. Explain intermediate phase with an example.

## SECTION - C

Answer any three questions. Each question carries fifteen marks.	(3×15=45)
<ul><li>21. a) Draw the detailed PASS-1 flowchart of an assembler.</li><li>b) Explain various types of instruction formats used in IBM 360.</li></ul>	7
22. a) Perform shell sort for the following numbers :	10
45, 23, 53, 43, 18, 24, 8, 95, 101 b) Mention the databases of pass 1 and pass 2 of an assembler.	5
<ul><li>23. a) Explain macro instructions defining macros with an example.</li><li>b) Explain conditional macro expansion.</li></ul>	7
<ul><li>24. a) Explain the overlay structure for linking.</li><li>b) Explain direct linking loaders.</li></ul>	7
<ul><li>25. a) Explain the structure of a compiler with a neat diagram.</li><li>b) Explain the semantic phase of compiler.</li></ul>	8 7
SECTION - D	
Answer any one question. Question carries ten marks.	(1×10=10)
<ul><li>26. a) Explain any five pseudo ops in assembly language program.</li><li>b) Explain long way no looping.</li></ul>	5 5
27. Write short notes on :  a) Pass 2 of a macroprocessor. b) Dynamic loading.	5