

PMM/KS/15/7015

Faculty of Engineering & Technology
Fourth Semester B.E. (Comp. Sci. Engg.) (C.B.S.)
Examination
SYSTEM PROGRAMMING
Paper—V

Time : Three Hours]

[Maximum Marks : 80

INSTRUCTIONS TO CANDIDATES

- (1) All questions carry marks as indicated.
- (2) Solve Question 1 **OR** Question No. 2
- (3) Solve Question 3 **OR** Question No. 4
- (4) Solve Question 5 **OR** Question No. 6
- (5) Solve Question 7 **OR** Question No. 8
- (6) Solve Question 9 **OR** Question No. 10
- (7) Solve Question 11 **OR** Question No. 12
- (8) Assume suitable data wherever necessary.

1. (a) What are the various data formats used in assembler ? Explain them. 7
- (b) Explain in detail the instruction formats used in assembler of IBM 360/370 machine. 7

OR

2. (a) Explain the databases, flowchart and algorithm for Pass-1 assembler. 10

- (b) Write short notes on —
The general machine structure of IBM 360. 4
3. (a) Explain —MDTC, MNTC and MDTP in detail. 7
- (b) What is conditional macro expansion ? Explain in detail. 6

OR

4. (a) What is a macro call within macro or nested macro call ? Explain the utility of stack frame with example. 8
- (b) Explain one pass macro-processor for macro definition with macro definition. 5
5. (a) What are the four basic functions of loaders ? How do relocating loaders perform these functions ? 8
- (b) Explain the following types of address format :
- (1) Absolute
- (2) Simple Relocatable. 5

OR

6. (a) What is the order of RLD, ESD, TXT, END and LDT cards in bunch of object decks ? Why they are in this order ? 8
- (b) Explain dynamic linking and dynamic loading. 5
7. (a) Explain in detail the format of common object file. 8
- (b) What is symbolic debugger ? Explain. 5

OR

8. (a) What do you mean by source code control system? 7
- (b) Explain make and link editor. 6
9. (a) Explain the steps in installation of Unix device drivers in detail. 8
- (b) Write short note on STREAM drivers. 5

OR

10. (a) Explain all the entry points for line printer device driver. 8
- (b) Design a device driver for handling a RAM disk. 5
11. Explain compiler and various phases of compiler in detail. 14

OR

12. (a) What is cross compiler and bootstrapping? 8
- (b) What are token recognizers? Explain ways of designing token recognizers. 6