

Mobile phones are banned

M S Ramaiah Institute of Technology

Department of Information Science and Engineering

Term:	23/01/2017 to 13/05/2017	Course Code:	IS631
Course:	System Software	Semester:	6
CIE:	Test I	Max Marks:	30
Date:	27/02/17	Time:	9 :30 –10:30 AM

Portions for Test: Lecture Nos. from 1 to 17 as per lesson plan

Instructions to Candidates: Answer any **Two** out of Three questions.

Sl No	Questions	Marks	Blooms Level	CO
1.a)	I)Discuss the following architecture components of SIC/XE machine i)Registers ii) Input and Output instruction	(03)	U	CO1
	II)Generate the Object code for SIC machine <div style="display: flex; justify-content: space-between;"> <div> COPY START 1000 MOVECH LDX STR1,X STCH STR2,X TIX THREE JLT MOVECH STR1 BYTE C'ABC' STR2 RESB 3 ZERO WORD 0 THREE WORD 3 END </div> <div style="text-align: right;"> OPCODE TAB LDX 04 STCH 54 TIX 2C JLT 38 </div> </div>	(05)	A	CO1
b)	Illustrate with an example the machine dependent features of program relocation.	(07)	U	CO2
2 a)	I)Illustrate the role of the flag bits n ,i, x in addressing modes of Format 3 and 4 of SIC/XE instructions. II)Suppose FILE is the name of the program written for SIC machine and its length is 0029. Write the object program for the following object codes LOC Object code 2000 141033 2003 482039 2006 001036 2009 281030 200C 301015 200F 482061 2012 3C1003 2015 00102A 2018 0C1039 201B 05 201C 0C1036	(09)	A	CO1

	201F 482061 2022 08 2023 4C0000 2026 0C1020			
b)	Provide the format of the modification record. With suitable illustrations indicate why modification records are generated only for Format 4 instructions.	(06)		CO2
3 a)	Design pass-2 algorithm of two-pass assembler.	(07)	U	CO1
b)	<p>Generate the symbol table and the object code(each statement) for the following assembly language program-</p> <p>OPcodes: CLEAR: B4, STL: 14, LDB: 68, JSUB: 48, LDA: 00, STA: 0C, J: 3C</p> <pre> SUM START 0 FIRST CLEAR S LDB #5 +JSUB RESULT STA LOC,X J @NUM NUM RESW 1 TEMP WORD 20 LOC BYTE X'12' RESULT RESB 2 END SUM </pre>	(08)	A	CO2

U:Understand, A:Apply