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Course: GATE Computer Science Engineering(CS)

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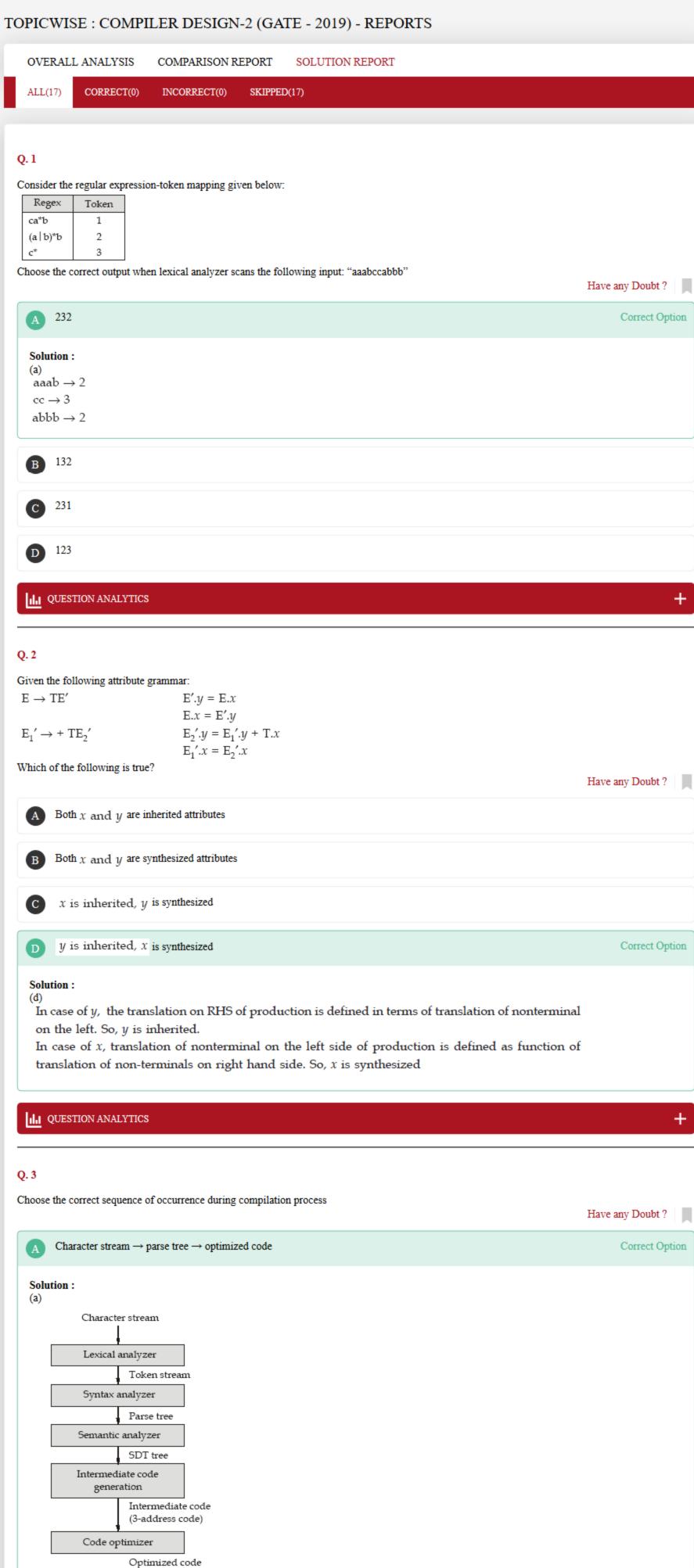
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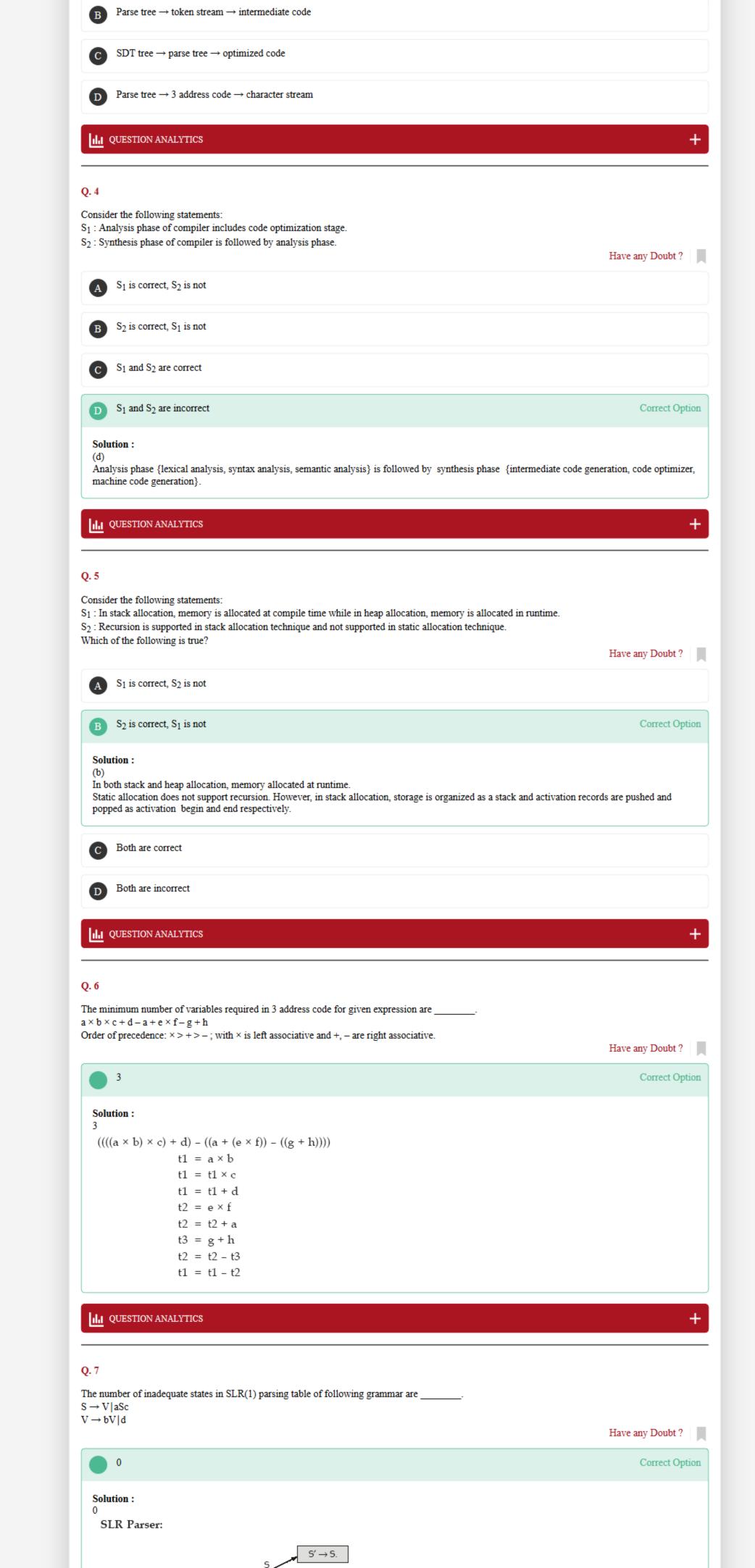
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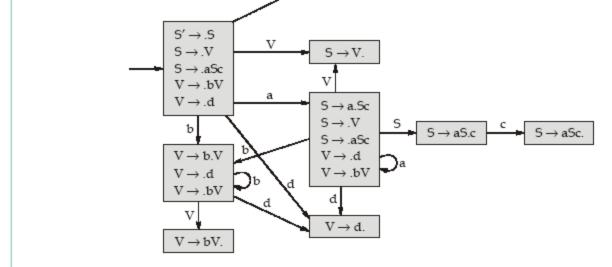
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(Machine code)



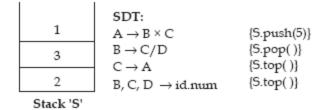


Zero inadequate states since no SR conflict or RR conflict is present.

ILI QUESTION ANALYTICS

Q. 8

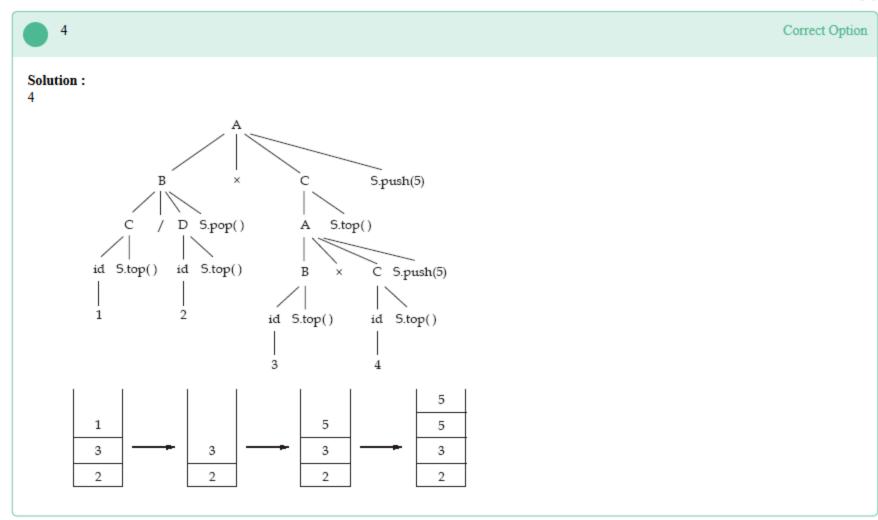
Consider a stack S given below with elements 1, 2, 3, along with the usual operations of push(), pop() and top() as shown.



Input string: $1/2 \times 3 \times 4$

The number of elements will remain in the stack after the parsing of above input string according to the above SDT rules _ [push(x): insert x into stack, pop(): remove top most element of stack, top(): print top most element of stack without removing]

FAQ Have any Doubt?



uli QUESTION ANALYTICS

Q. 9

Given the 3-address code for a basic block:

Num	Instruction	Meaning
1	Ld <i>a</i> , <i>T</i> ₁	$T_1 \leftarrow a$
2	Ld b, T2	$T_2 \leftarrow b$
3	Ld c, T ₃	$T_3 \leftarrow c$
4	Ld <i>đ, T</i> ₄	$T_4 \leftarrow d$
5	Add T ₁ , T ₂ , T ₅	$T_5 \leftarrow T_1 + T_2$
6	Add T ₅ , T ₃ , T ₆	$T_6 \leftarrow T_3 + T_5$
7	Add T ₆ , T ₄ , T ₇	$T_7 \leftarrow T_6 + T_4$
8	ST T ₇ , a	$a \leftarrow T_7$

The number of registers that are needed to allocate this basic block with no spills are __

Have any Doubt?

Correct Option



Solution:

$$\begin{split} R_1 &\leftarrow a \\ R_2 &\leftarrow b \\ R_3 &\leftarrow c \\ R_4 &\leftarrow d \\ R_2 &\leftarrow R_1 + R_2 \\ R_3 &\leftarrow R_3 + R_2 \\ R_4 &\leftarrow R_3 + R_4 \end{split}$$

 $a \leftarrow R_4$ So, 4 registers are needed.

QUESTION ANALYTICS

Q. 10

Consider the following SDT:

$$A \rightarrow A \times B$$
 {1}
 $A \rightarrow E$ {A.val = E.val}
 $B \rightarrow C + D$ {2}

{2}

```
D \rightarrow D - E
                                          {D.val = D.val + E.val}
  E \to E/F
                                          {3}
  F \rightarrow G
                                          {F.val = G.val}
  A, B, C, D, E, F, G \rightarrow id
                                          {A.val = id.num}
                                          B.val = id.num
                                          C.val = id.num
                                          D.val = id.num
                                          E.val = id.num
                                          F.val = id.num
                                          G.val = id.num}
Fill 1,2,3 so that the string 6 \times 4 - 3 - 5/4 + 12 outputs 32
                                                                                                                  FAQ Have any Doubt?
        A.val = A.val \times B.val
         B.val = C.val \times D.val
        E.val = E.val + F.val
        A.val = A.val \times B.val
         B.val = C.val - D.val
         E.val = E.val + F.val
                                                                                                                                Correct Option
        A.val = A.val/B.val
         B.val = C.val \times D.val
         E.val = E.val + F.val
  Solution:
  (c)
        A.val = A.val/B.val
        B.val = C.val/D.val
        E.val = E.val \times F.val
  ILI QUESTION ANALYTICS
Q. 11
Consider the following statements:
S<sub>1</sub>: During a program execution, stack is used for dynamic memory allocation and heap is used for static memory allocation.
S2: During a program execution, heap is stored in main memory and stack is present in secondary memory.
S<sub>3</sub>: During a program execution, access to heap memory variables is slower as compared to accessing variables allocated on stack.
S4: During a program execution, in a multithreaded situation, each thread has its own stack and share a common heap memory.
Which of the following are true?
                                                                                                     Solution Video Have any Doubt?
        S<sub>1</sub> and S<sub>3</sub> only
       S<sub>1</sub> and S<sub>4</sub> only
        S<sub>3</sub> and S<sub>4</sub> only
                                                                                                                                Correct Option
  Solution:
  (c) S_1\!:\! \mathsf{Stack} and heap is used for dynamic memory allocation.
    \boldsymbol{S}_2\!:\! \boldsymbol{\mathsf{Heap}} and stack both are present in main memory.
    S_3: Access to heap memory variables is slower as compared to accessing variables allocated on
         stack. Because to access a heap memory variable we need access pointer variable first.
    S_4: In a multithreaded situation, each thread has its own stack and share a common heap memory.
       S2 and S3 only
  III QUESTION ANALYTICS
Q. 12
What would be the output of following program for static and dynamic scoping respectively?
 int x;
 int main() \{x = 23; f(); g();\}
 void f() {int x = 22; int y = 99; h();}
 void g() {int x = 45; int z = 23; h();}
 void h() {printf("%d\n", x);}
                                                                                                                         Have any Doubt?
        23, 23; 23, 23
  B 22, 45; 22, 45
```

