

# DU B.Sc. (H) Computer Science

## System Programming Guidelines 2019

S. No.	Topic	Content	Reference
1.	<b>Assemblers &amp; Loaders, Linkers:</b> One pass and two pass assembler, design of An assembler, Absolute loader, Relocation And Linking concepts, relocating loader and Dynamic Linking.	Ch. 3 (complete) [p36-62], Ch. 4(complete) [p63- 83]	[1]
2.	<b>Introduction :</b> Overview of compilation, Phases of a compiler	Sec 1.1-1.2 [p1-12]	[2]
3.	<b>Lexical Analysis:</b> Role of a Lexical analyzer, Specification and recognition of tokens, Symbol table, Lexical Analyzer Generator	Lex [2] Sec 3.1 [p109-113], Sec 3.3-3.5 [p116-144]	[2]
4.	<b>Parsing:</b> Bottom up parsing-LR parser,Parser Generator- YACC	Sec 4.5-4.7.4 [p233-270], Sec 4.8-4.9 [p278-297]	[2]
5.	<b>Intermediate representations:</b> Three address code generation, syntax directed translation, translation of types, control statements	Sec 5.1-5.2.4 [p303-314], Sec 6.2(upto 6.2.3) [p363-369], Sec 6.3-6.3.4 [p370-375], Sec 6.4-6.4.1 [p378-380], Sec 6.5-6.5.2 [p386-390], Sec 6.6(upto 6.6.4) [p399-405], Sec 6.6.6 [p408]	[2]
6.	<b>Storage organization:</b> Activation records, stack allocation	Sec7.1-7.2 [p427-441]	[2]
7.	<b>Code Generation:</b> Object code generation	Chap 8 (upto 8.3.1) [p505-520]	[2]

### References:

- [1] Santanu Chattopadhyaya, System Software, PHI, 2011.
- [2] Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Compilers: Principles, Techniques, and Tools, 2nd edition, Prentice Hall.

**Note:** Compiled book of System Programming is available at **TutorialsDuniya.com**

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For any queries, feel free to reach us at **team@tutorialsduniya.com**

## **DU Lab System Programming Practical List 2019**

1. To implement an assembler for a hypothetical language. Programs to get familiar with Lex and Yacc. Write a Lex program to count the number of lines and characters in the input file.
2. Write a Lex program that implements the Caesar cipher: it replaces every letter with the one three letters after in alphabetical order, wrapping around at Z. e.g. a is replaced by d, b by e, and so on z by c.
3. Write a Lex program that finds the longest word (defined as a contiguous string of upper and lower case letters) in the input.
4. Write a Lex program that distinguishes keywords, integers, floats, identifiers, operators, and comments in any simple programming language.
5. Write a Lex program to count the number of identifiers in a C file.
6. Write a Lex program to count the number of words, characters, blank spaces and lines in a C file.
7. Write a Lex specification program that generates a C program which takes a string "abcd" and prints the following output  
abcd  
abc  
ab  
a
8. A program in Lex to recognize a valid arithmetic expression.
9. Write a YACC program to find the validity of a given expression (for operators + - \* and /).  
A program in YACC which recognizes a valid variable which starts with letter followed by a digit. The letter should be in lowercase only.
10. A Program in YACC to evaluate an expression (simple calculator program for addition and subtraction, multiplication, division).
11. Program in YACC to recognize the string „abbb“, „ab“, „a“ of the language (an b n, n>=1).
12. Program in YACC to recognize the language (an b , n>=10). (output to say input is valid or not).

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