

		Design suitable data structures and implement Pass-I of a two-pass macro-processor. The output of Pass-I (MNT, MDT and intermediate code file without any macro definitions) should be input for Pass-II.			
	1	<pre> MACRO INCR  &amp;X, &amp;Y, &amp;REG1 = AREG MOVER &amp;REG1, &amp;X ADD  &amp;REG1, &amp;Y MOVEM &amp;REG1, &amp;X MEND MACRO DECR  &amp;A, &amp;B, &amp;REG2 = BREG MOVER &amp;REG2, &amp;A SUB  &amp;REG2, &amp;B MOVEM &amp;REG2, &amp;A MEND START 100 READ N1 READ N2 DECR N1, N2 INCR N1, N2 STOP N1 DS 1 N2 DS 2 END </pre>			
	2	Design suitable data structures and implement Pass-I and Pass-II of a two-pass macro-processor. The output of Pass-I (MNT, MDT and intermediate code file without any macro definitions) should be input for Pass-II.			
		<b>Input.txt</b> <pre> MACRO INCR  &amp;X, &amp;Y, &amp;REG1 MOVER &amp;REG1, &amp;X ADD  &amp;REG1, &amp;Y MOVEM &amp;REG1, &amp;X MEND MACRO DECR  &amp;A, &amp;B, &amp;REG2 MOVER &amp;REG2, &amp;A SUB  &amp;REG2, &amp;B MOVEM &amp;REG2, &amp;A MEND START 100 READ N1 READ N2 INCR N1, N2 DECR N1, N3 STOP N1 DS 1 N2 DS 2 N3 DS 1 END </pre>	<b>MDT.txt</b> <pre> INCR  &amp;X    &amp;Y    &amp;REG1 =    AREG       MOVER  #3    #1       ADD   #3    #2       MOVEM #3    #1       MEND DECR  &amp;A    &amp;B    &amp;REG2 =    BREG       MOVER  #6    #4       SUB   #6    #5       MOVEM #6    #4       MEND </pre>	<b>MNT.txt</b> <pre> INCR  0      3 DECR  5      3 </pre>	<b>ARG.txt</b> <pre> &amp;X &amp;Y &amp;REG1 AREG &amp;A &amp;B &amp;REG2 BREG </pre>
	3	Write a program to create a Dynamic Link Library for any mathematical operation and write an application program to test it. (Java Native Interface / Use VB or VC++)			
	4	Write a program to solve Classical Problems of Synchronization using Mutex and Semaphore (Reader Writer)			
	5	Design a Paper Prototyping for any Banking Website or App.			
	6	Design Paper Prototyping for any ERP system.			

	7	Write a program to simulate CPU Scheduling Algorithms: FCFS, SJF (Preemptive). Process AT BT P1 10 2 P2 0 10 P3 8 4 P4 5 5
	8	Write a program to simulate CPU Scheduling Algorithms: FCFS, Priority (Non-Preemptive). Process AT BT P1 10 2 P2 0 10 P3 8 4 P4 5 5

	9	Write a program to simulate CPU Scheduling Algorithms: FCFS and Round Robin. Process    AT            BT P1           10            2 P2           0            10 P3           8            4 P4           5            5																				
	10	Write a program to simulate Memory placement strategies – best fit, first fit.																				
	11	Write a program to simulate Memory placement strategies – best fit, worst fit.																				
	12	Write a program to simulate Page replacement algorithm. 1. FIFO 2. LRU  Input reference String :- 2 3 2 1 5 2 4 5 3 2 5 2 No. of frames are:- 3																				
	13	Write a program to simulate Page replacement algorithm. 1. FIFO 2. OPTIMAL  Input reference String :- 2 3 2 1 5 2 4 5 3 2 5 2 No. of frames are:- 3																				
	14	Write a program to implement Deadlock Avoidance Algorithm																				
		<table><tr><td>No. of Resources 4</td><td>Max Matrix</td><td>Allocation Matrix</td><td>Available</td></tr><tr><td>No. of Process 3</td><td>3 3 2 2</td><td>1 2 2 1</td><td>3 1 1 2</td></tr><tr><td></td><td>1 1 3 4</td><td>1 0 3 3</td><td></td></tr><tr><td></td><td>1 3 5 0</td><td>1 2 1 0</td><td></td></tr></table>	No. of Resources 4	Max Matrix	Allocation Matrix	Available	No. of Process 3	3 3 2 2	1 2 2 1	3 1 1 2		1 1 3 4	1 0 3 3			1 3 5 0	1 2 1 0					
No. of Resources 4	Max Matrix	Allocation Matrix	Available																			
No. of Process 3	3 3 2 2	1 2 2 1	3 1 1 2																			
	1 1 3 4	1 0 3 3																				
	1 3 5 0	1 2 1 0																				
	15	Design suitable data structures and implement pass-I of a two-pass assembler for pseudo-machine in Java using object oriented feature. start 100 movr ax 05 mover bx 10 up: add ax bx movem a ='5' mul ax a origin up ltorg movem b ='8' movem c ='8' ltorg movem b ='7' movem c ='8' ds a 02 dc b 10 ds c 09 next equ up end																				

	16	Implement Pass-II of two pass assembler for pseudo-machine in Java using object oriented features. The output of assignment-1 (intermediate file and symbol table) should be input for this assignment.			
		(AD,1) (C,100) 100 (IS,5) (RG,1) (C,05) 101 (IS,5) (RG,2) (C,10) 102 (S,1) (IS,2) (RG,1) (RG,2) 103 (IS,6) (S,2) (L,1) 104 (IS,4) (RG,1) (S,1) 105 (AD,3) (C,102) 102 (DL,1) (C,5) 103 (IS,6) (S,3) (L,2) 104 (IS,6) (S,4) (L,3) 105 (DL,1) (C,8) 106 (DL,1) (C,8) 107 (IS,6) (S,2) (L,4) 108 (IS,6) (S,3) (L,5) 109 (DL,1) (C,02) 110 (DL,2) (C,10) 111 (DL,1) (C,09) 112 (S,5) (AD,4) (S,1) 113 (AD,2) (DL,1) (C,7) 114 (DL,1) (C,8)	SYMBOL    ADDRESS up        102 a         109 b         110 c         111 next      102	LITERAL   ADDRESS 5         102 8         105 8         106 7         113 8         114	