SYSTEM PROGRAMMING

QUESTION BANK

1.List the phases that constitute the front end of a compiler?

2.Mention the back-end phases of a compiler?

3.Depict diagrammatically how a language is processed?

4.Write a program in Assembly Language to find sum of 10 numbers?

5.What do you mean by Dynamic Loading?

6.Give the uses of following directives: RESB, RESW, BYTE and WORD with examples?

7.In an Assembler Design Process, what are the uses of following tables: POT, MOT and SYMTAB? Explain their structures also.

8.What alternative data structures can be for MOT?

9.Explain the file formats: elf, coff, a.out?

10.Explain all types of loader?

11.Which amongst the one pass and two assembler is better and why?

12.Write down all the steps of Pass 1 and Pass 2 of Linking?

13.What do you mean by Static Linking?

14.Write a YACC program for Desk Calculator which can do following operations (+, - , *, /, ())?

15.Write a program in LEX to count the number of identifiers, words, characters, integers from a C file?

16.Write the actions of an LR Parse for the following string for the grammar and parse table given below: aa1bbbb

Grammar:

S ->A

S->B

A->aAb

A->0

B->1

B->aBbb



17.Generate the object code for following Assembly Language Program? consider start address to be 4000.

Assemble the following SIC source program :			
SUM	-	START	4000
FIRST		LDX	ZERO
		LDA	ZERO
LOOP		ADD	TABLE, X
		TIX	COUNT
	-	JLT	LOOP
		STA	TOTAL
		RSUB	
TABLE		RESW	2000
COUNT		RESW ·	1
ZERO		WORD	0
TOTAL .		RESW	1
		END	FIRST
Opcodes for the	Mne	emonics are :	-
LDX	04	-	
LDA	00		
ADD	18		
TIX	2C	-	
JLT	38		
STA	0C		
RSUB	4C		

18.Explain the structure of section table in two pass assembler?

19.Consider the context-free grammar

S->aX

 $X \rightarrow bX \mid bY$

Y->c

The symbols S,X,Y are non-terminals and S is the start symbol while a,b and c are terminal symbols.

- i) Give the canonical collections of LR(0) items for this grammar.
- ii) Is this grammar SLR? Prove by constructing SLR Parsing table