				Seat No.:	Seat No. :	
				LE-124 April-2014		
			T.Y. M.	Sc. (CA & IT) (SemVI)		
				(Integrated)		
			\$	System Software		
: 3	Hour	s]		[Max. Marks	: 100	
Ansı	wer th	e following	· (Any 4)		20	
(a)				List and explain the goals of system software.	20	
(b)						
(c)						
(d)	**					
	processors with diagram.					
(e)	Wha	t is a User Ir	nterface? E	Explain with diagram.		
(A)	Attempt the following:					
		the given ass	le			
	(a) Generate appropriate data structures					
	(b) Show variant-I intermediate code					
		START	500			
		ID1 DS	5			
	LI	MOVER	AREG,	D		
		ADD	AREG,	C		
		SUB	AREG,	ID2		
		MOVEM	AREG,	ID1		
	D	EQU	ID2			
	L2	PRINT	D			
		ORIGIN	ID1 – 1			
	C	DC	'9'			
		STOP				
	ID2	DC	'13'			
		END				
				OR		
(A)	Attempt the following: 10					

Time: 3 Hours]

1.

2.

- Explain the following assembler directives with example:
 - (i) ORIGIN
- (ii) LTORG
- Explain the pass structure of an assembler in brief.
- (B) Answer the following:

10

- What is a Device Driver? Differentiate between Character Drivers and Block (a) Drivers.
- Explain the major design issues of Device Drivers. (b)

12 3. (A) Answer the following in brief: (Any 4) Differentiate between Macro & Sub-routines. Explain Positional and Keyword Parameters with example. (b) (c) List and explain the components of interpreter. Explain how IRP and REPT statements are processed by Macro preprocessor. (d) Describe Pure & Impure interpreters with diagram. (e) (B) Perform Macro Pass-I for the following Code: 8 **MACRO** MATH &P1, &P2. &P3. ®=CREG **AIF** (&P1 EQ &P2) .EXIT **MOVER** ®, &P1 ®, &P2 **SUB** ADD ®, &P3 **AGO** .STOP .EXIT ®, &P3 **MOVER** ADD ®, &P2 .STOP **MEND** 4. Answer any 4 in detail: 20 Define Grammar. List and explain different types of grammar. List the different Code Optimization techniques and explain any 2 with example. (b) Draw Triples and Quadruples for the following: (c) $Tl = (a+b*c) - (d*e \land f)$ T2 = x+b*c $T3 = v*e \land f$ Explain Bottom-up parsing with algorithm. Write a short note on Language Processor Development Tools. 5. (A) Attempt the following: 10 Write and explain Program Relocation algorithm with example. Draw the schematic of Program Execution. Also define the following terms: (i) Translator (ii) Linking (iii) Relocation (iv) Loading Write a short note on Overlay Structure program. Also explain the design of the same with example. Give the function, operations, advantages & disadvantages of any 3 of the following: **10** (a) Absolute Loader General Loader (b) Two Pass Linking Loader (c)

LE-124 2

(d)

Relocating Linking Loader