

Roll No.

Total No. of Questions : 09]

[Total No. of Pages : 02

www.allsubjects4you.com

B. Tech. (Sem. - 4th)

SYSTEM PROGRAMMING

SUBJECT CODE : CS - 210

Paper ID : [A0462]

[Note : Please fill subject code and paper ID on OMR]

Time : 03 Hours

Maximum Marks : 60

Instruction to Candidates:

- 1) Section - A is **Compulsory**.
- 2) Attempt any **Four** questions from Section - B.
- 3) Attempt any **Two** questions from Section - C.

Section - A

Q1)

(10 × 2 = 20)

- a) What do you mean by Literal table?
- b) What is the role of a linker in program execution?
- c) Describe the term Finite automata and its significance.
- d) What is shell? How it is different from kernel?
- e) What is the difference between an editor and word processor?
- f) What is Bootstrapping of a compiler?
- g) What is operating system and its role in computer system?
- h) What is the advantage of multi-pass assembler over single-pass assembler?
- i) Differentiate between relocatable and self-relocating programs.
- j) What is the purpose of system calls?

M-655/1859]

P.T.O.

Section - B

(4 × 5 = 20)

- Q2)** What Data structures are required in Pass I of an assembler for the purpose of assembly? Describe in brief.
- Q3)** In what way, the direct linking loading is better than relocating loading?
- Q4)** What do you mean by debugging? Briefly discuss the different debugging schemes.
- Q5)** Differentiate between Macro and Subroutine with a suitable example.
- Q6)** Discuss in detail the advantages of dynamic linking over static linking.

Section - C

(2 × 10 = 20)

- Q7)** What do you mean by Multi-pass and single-pass compiler? Name different phases of a compiler and explain how intermediate code generation phase is associated with syntax analysis and code optimization phase.
- Q8)** What is editor? Name various types of editors. Explain in detail the main commands of vi-editor.
- Q9)** Write short notes on the following:
- (a) Kernel Design.
 - (b) Booting techniques.

