

Program: BE -Computer- Engineering

Curriculum Scheme: Revised 2012

Examination: Third Year Semester VI

Course Code: CPC601 and Course Name: System Programming and compiler Construction____

Time: 1 hour

Max. Marks: 50

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Note to the students:- All the Questions are compulsory and carry equal marks .

Q1.	When dealing with the branching code, the assembler
Option A:	Replaces the target with its address
Option B:	Does not replace until the test condition is satisfied
Option C:	Finds the Branch offset and replaces the Branch target with it
Option D:	Replaces the target with the value specified by the DATAWORD directive
Q2.	In a two-pass assembler, the task of the Pass II is to
Option A:	separate the symbol, mnemonic opcode and operand fields.
Option B:	build the symbol table.
Option C:	construct intermediate code.
Option D:	synthesize the target program.
Q3.	Address symbol table is generated by the
Option A:	memory management software
Option B:	assembler
Option C:	match logic of associative memory
Option D:	generated by operating system

Q4.	Which assembler directive indicates that the first word of the target program generated by the assembler should be placed in the memory word with address.
Option A:	LABEL
Option B:	END
Option C:	START
Option D:	STOP
Q5.	Assembly language programs are written using
option A:	Hex code
Option B:	Mnemonics
Option C:	ASCII code
Option D:	BCDDIC
Q6.	Assembly language program is called:
Option A:	Object program
Option B:	Source program
Option C:	Oriented program

Option D:	Machine program
Q7.	By whom address of external function in the assembly source file supplied by ____ when activated:
Option A:	Assembler
Option B:	Linker
Option C:	Machine
Option D:	Code
Q8.	The assembler in first pass reads the program to collect symbols defined with offsets in a table_____:
Option A:	Hash table
Option B:	Symbol table
Option C:	Literal table
Option D:	Machine Opcode table
Q9.	A Label is separated by ____ from the mnemonic
Option A:	semicolon
Option B:	colon
Option C:	fullstop
Option D:	space
Q10.	Which one is NOT a branching operation?
Option A:	JUMP
Option B:	CALL
Option C:	RETURN

Option D:	MOV
Q11.	A linker is given object module for a set of programs that were compiled separately. What information need not be included in an object module
Option A:	Object code
Option B:	Relocation bits
Option C:	Absolute addresses of internal symbols
Option D:	Names and locations of all external symbol
Q12.	When a computer is first turned on or restarted, a special type of absolute loader, called a __ is executed
Option A:	bootstrap loader
Option B:	loader
Option C:	linker
Option D:	Execution
Q13.	Loaders that allow for program relocation are called
Option A:	relative loaders
Option B:	relocate loaders
Option C:	boaster loader
Option D:	header shooter
Q14.	A relocate program form is the one which
Option A:	consists of a program and relevant information for its relocation
Option B:	can itself perform the relocation of its address-sensitive portions
Option C:	cannot be made to execute in any area of storage other than the one designated for it at the time of its coding or translation

Option D:	Execution level
Q15.	A loader is
Option A:	a program that places programs into memory and prepares them for execution
Option B:	a program that automate the translation of assembly language into machine language
Option C:	a program that accepts a program written in a high level language and produces an object program
Option D:	is a program that appears to execute a source program if it were machine language
Q16.	A linker is given object module for a set of programs that were compiled separately. What information need not be included in an object module
Option A:	Object code
Option B:	Relocation bits
Option C:	Absolute addresses of internal symbols
Option D:	Names and locations of all external symbols defined in the object module
Q17.	Which of the following functions is performed by loader ?
Option A:	Adjust all address dependent locations, such as address constants, to correspond to the allocated space
Option B:	Allocate space in memory for the programs and resolve symbolic references between objects decks
Option C:	Physically place the machine instructions and data into memory
Option D:	program that automates the translation
Q18.	In a resident -OS computer, which of the following systems must reside in the main memory under all situations
Option A:	Assembler

Option B:	Linker
Option C:	Loader
Option D:	Compiler
Q19.	In distributed system, the capacity of the system to adapt the increase services load is called
Option A:	Tolerance
Option B:	Scalability
Option C:	Capability
Option D:	Loading
Q20.	Relocation is used by relocation loader are
Option A:	Relocation loader itself
Option B:	Linker
Option C:	Assembler
Option D:	Macro Processor
Q21.	What is the name of the process that determining whether a string of tokens can be generated by a grammar?
Option A:	Analysing
Option B:	Recognizing
Option C:	Translating
Option D:	Parsing
Q22.	A _____ is a software utility that translates code written in higher language into a low level language
Option A:	converter

Option B:	compiler
Option C:	text editor
Option D:	code optimizer
Q23.	Which of the following groups is/are token together into semantic structures?
Option A:	Syntax analyzer
Option B:	Intermediate code generation
Option C:	Lexical analyzer
Option D:	Semantic analyzer
Q24.	How many parts of compiler are there?
Option A:	1
Option B:	2
Option C:	4
Option D:	8
Q25.	What is the action of parsing the source program into proper syntactic classes?
Option A:	Lexical analysis
Option B:	Syntax analysis
Option C:	General syntax analysis
Option D:	Interpretation analysis