

Duration: 3 hours

Total Marks: 80

- N.B: (1) Question No. 1 is compulsory.
(2) Attempt any three questions out of remaining five questions.
(3) Make suitable assumptions wherever necessary.



- Q.1. a) Define "System Programming". Differentiate between system software & application software. [05]
b) Explain in brief "forward reference problem". Explain how TII handles forward reference problem in single pass assembler. [05]
c) Explain conditional macro with suitable example. [05]
d) Compute FIRST and FOLLOW for the following grammar: [05]
$$S \rightarrow Aa$$
$$A \rightarrow BD$$
$$B \rightarrow b|\epsilon$$
$$D \rightarrow d|\epsilon$$
- Q.2. a) Draw the flowchart of pass 1 of assembler and explain its working with the databases. [10]
b) What are the different ways of Intermediate code representation? Explain with example. [10]
- Q.3. a) Construct the necessary data structures after compiling the following code by Pass 1 of two-pass macro processor: [10]
1. *MACRO*
 2. *COMPUTE* &x, &a, &p
 3. *MOVER* &a, &x
 4. *MULT* &a, = '4'
 5. *MOVEM* &a, &p
 6. *MEND*
 7. *MACRO* &g, &k, &r
 8. *MOVER* &r, &k
 9. *SUB* &r, = '4'
 10. *MEND*
- b) Construct LR(0) parsing table for the following grammar and Analyze the contents of stack and input buffer and action taken after each step while parsing the input string "abbcbcd": [10]
$$S \rightarrow aCDe$$
$$C \rightarrow Cbc$$
$$C \rightarrow b$$
$$D \rightarrow d$$

Q.4. a) State and explain the types of assembly language statements with examples. [10]

b) Discuss the databases used in direct linking loader. [10]

Q.5. a) Generate 3-address code for the following C program and construct flow graph with the help of basic blocks : [10]

```
i=1; j=1; x=5;
while(i<3)
{
    switch(i) {
        case 1: a[j++] = i+x;
                break;
        case 2: a[j++] = i-x;
                break; }
    i++;
}
```

b) What are the phases of compiler? Give working of each phase for the following statement: [10]

$$P = Q + R - S * 3$$

Q.6. a) Explain Dynamic Linking Loader in Detail. [10]

b) Explain different Code Optimization Techniques in detail. [10]
