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VI Semester B.C.A. Examination, May/June 2018
(CBCS) (F+R) (2016-17 and Onwards)
COMPUTER SCIENCE
BCA 602 : System Programming

Time : 3 Hours

Max. Marks : 100

Instruction : Answer all Sections.**SECTION – A****I. Answer any ten questions. Each question carries two marks. (10×2=20)**

- 1) What is system software ?
- 2) What is location counter ? What is its purpose ?
- 3) List any two advantages of assembly language.
- 4) What is Declaration Statement ? Give example.
- 5) Mention any two disadvantages of Radix Sort.
- 6) What is Macro call ?
- 7) Define Macro definition table.
- 8) Write the four basic task that can be performed by macro-instruction processor.
- 9) What are the functions of loader ?
- 10) Define Relocation factor.
- 11) What is intermediate form ?
- 12) What is a token ? Give example.

SECTION – B**II. Answer any five questions. Each question carries five marks. (5×5=25)**

- 13) Explain the general machine structures with neat diagram.
- 14) What is sorting ? Explain briefly about Bubble sort.
- 15) Explain databases used in Pass 1 and Pass 2 assemblers.
- 16) Explain the features of Macro facility in detail.
- 17) Explain macro instructions defining macros.
- 18) Explain compile-and-go loader with a neat diagram.
- 19) Define binder. What are the classes of binders ? Explain.
- 20) What are the functions of analysis and synthesis phases of compiler ?

P.T.O.



SECTION – C

- III. Answer **any three** questions. **Each** question carries **fifteen** marks. **(3×15=45)**
- 21) a) Explain various instruction formats used in IBM 360. **8**
b) Explain the use of literals in assembly language programs using example. **7**
- 22) a) Draw the detailed pass 2 flowchart of an assembler. **8**
b) What is an assembler directive ? Explain any five assembler directives with an example. **7**
- 23) a) Give the database specifications for pass 1 and pass 2 of macro processor. **8**
b) Explain the four basic tasks of macroprocessor. **7**
- 24) a) Explain design of absolute loader with a neat diagram. **8**
b) Explain the overlay structures for linking. **7**
- 25) a) Explain structure of compiler with a diagram. **8**
b) Explain identifier table for the phases of compiler. **7**

SECTION – D

- IV. Answer **any one** question. **Each** question carries **ten** marks. **(1×10=10)**
- 26) a) Differentiate between Pseudo-op and machine-op with example. **5**
b) Draw the micro-flow chart for ADD instruction. **5**
- 27) a) Explain Relocatable, non-relocatable and self relocatable programs. **5**
b) Explain the use of EXTERN and ENTRY statements. **5**