

Roll No.

Total No. of Pages 02

Total No. of Questions : 09

B.Tech. (Sem. – 4th)
SYSTEM PROGRAMMING
SUBJECT CODE : CS - 210
Paper ID : [CS210]

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

Time : 03 Hrs.

Max. 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

(10 *2 = 20 Marks)

Q1.

- a) What are the salient features of DOS editor?
- b) Differentiate between full screen editor and multi window editor.
- c) What is the need of assemblers?
- d) What do you understand by parse tree? How is it different than syntax tree?
- e) Define Finite automata.
- f) List the various software tools used for debugging.
- g) What is dynamic binding?
- h) What are real operating systems?

- i) List the functions of loaders.
- j) What is the purpose of shells in operating system?

SECTION - B

(4*5 = 20 Marks)

- Q2. Discuss with the help of examples different types of tools used to design compilers.
- Q3. Explain the working of two pass assembler with an example. Draw the flow chart of two pass assembler also.
- Q4. Describe the working of shift reduce parser with an example.
- Q5. What do you understand by memory management techniques in operating system? Explain them.
- Q6. Design a deterministic finite automata (DFA) that accepts the language $(a/b)^* abb$.

SECTION - C

(2*10 = 20 Marks)

- Q7. Differentiate between the followings:
 - (a) LEX and YACC
 - (b) Syntax and Semantics.
- Q8. What are assembler directives? Explain the function of EQU, START.
- Q9. What are the three major areas in which the operating system divides its services? Give examples and explain.