

b) Write down the object code of above program. (4)

OR

2. a) Write down the pass-1 and pass-2 algorithm for assembler. (12)

b) Describe assembler directives. (4)

Unit - III

3. a) Suppose that routines that are brought into memory by dynamic loading need not be removed until the termination of the main program. Suggest a way to improve the efficiency of dynamic linking by making it unnecessary for the operating system to be involved is the transfer of control after control is loaded. (8)

b) What kinds of errors might occur during bootstrap loading what action should the bootstrap loader take for such errors? (8)

OR

3. Explain MS-DOS linker and SunOS linker. (16)

Unit - IV

4. a) Describe algorithm for a one pass macro controller. (12)

b) Explain different types of data structure used in it. (4)

OR

4. a) Explain machine-independent macro processor features. (8)

b) Describe macro processor design options. (8)

Unit - V

5. a) What is programming language grammar. Explain various types of grammar. (8)

b) Explain the terms Derivation, Reduction, Ambiguity and Parse trees in context of programming language grammar. (8)

OR

5. a) What is the role of language processor development tools. (8)

b) Explain the following: (2x4=8)

i) Syntax analysis

ii) Lexical analysis

iii) Semantic analysis

iv) Forward reference