



K16U 0115

Reg. No. :

Name :

VI Semester B.C.A. Degree (CCSS – Reg./Supple./Improv.)

Examination, May 2016

Core Course

6B19 BCA : SYSTEMS SOFTWARE

Time : 3 Hours

Max. Weightage : 21

SECTION – A

Answer **all** questions. Weightage for a bunch of **four** questions is **1**.

1. A software which bridges a specification or execution gap is commonly called

- a) language translator
- b) language processor
- c) detranslator
- d) pre processor

2. _____ rules associate meaning with valid statements of the source language.

- a) Syntax
- b) Semantic
- c) Lexical
- d) All of these

3. Lexical analysis builds

- a) parse table
- b) syntax tree
- c) tokens
- d) all of these

4. An organization used to reduce memory requirements is

- a) primary table
- b) overflow table
- c) scatter table
- d) none of these

5. The statement that directs assembler to perform some action is

- a) imperative
- b) declarative
- c) assembler directive
- d) all of these

P.T.O.



6. Address of the origin assigned by the loader while loading the program in memory for execution

- a) load origin
- b) linked origin
- c) translated origin
- d) none of these

7. The source program is retained by _____ interpreter.

- a) intermediate code
- b) impure
- c) pure
- d) none

8. Documents editors with features for formatting are called

- a) screen editors
- b) word processors
- c) stream editors
- d) line editors

(2×1=2)

SECTION – B

Answer **any 5** questions. Weightage **1 each**.

- 9. Define system software.
- 10. What is a symbol table ?
- 11. Give the steps of instruction execution cycle.
- 12. Define lexical analysis.
- 13. What is program listing ?
- 14. What is program relocation ?
- 15. Define memory binding.
- 16. What is dead code elimination ?

(5×1=5)

SECTION – C

Answer **any 5** questions. Weightage **2 each**.

- 17. Explain language processing.
- 18. Explain different types of assembler statements.



- 19. Describe the data structure used in Pass II of an assembler.
- 20. Explain the statements used in a macro definition.
- 21. Compare stream editors and screen editors.
- 22. What is a debug monitor ?
- 23. What are user interfaces ? Discuss its components. (5×2=10)

SECTION – D

Answer **any one** question. Weightage 4.

- 24. Explain the pass structure of a 2 pass assembler.
 - 25. Describe about the various code optimization techniques. (1×4=4)
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