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## Question Paper Code: 21387

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2015.

## Fifth Semester

Computer Science and Engineering

CS 2304/CS 54/CS 1304 A/10144 CS 505 — SYSTEM SOFTWARE

(Common to Information Technology)

(Regulations 2008/2010)

(Common to PTCS 2304/10144 CS 505 – System Software for B.E. (Part time) Fourth Semester CSE – Regulations 2009/2010)

Time: Three hours

Maximum: 100 marks

## Answer ALL questions.

 $PART A - (10 \times 2 = 20 \text{ marks})$ 

- 1. Define system software.
- 2. What is the purpose of test device instruction of SIC?
- 3. What are the assembler directives? Give an example.
- 4. Define MASM Assembler.
- 5. What is a bootstrap loader?
- 6. What are the advantages of dynamic linking?
- 7. Differentiate between a macro and subroutine.
- 8. How the nested macro calls are executed?
- 9. What are the basic types of computing environments used in editors? Functions.
- 10. Identify the use of command language processor.

## PART B — $(5 \times 16 = 80 \text{ marks})$

11.	(a)	Explain in detail about SIC standard model.	(16)				
		$\mathbf{Or}$	•				
	(b)	Describe the SIC/XE machine Architecture.	(16)				
<b>12</b> .	(a)	Explain in detail about machine dependent assembler features.	(16)				
		$\mathbf{Or}$					
	(b)	(i) Write the short notes on Literals, Expressions and Program F of Machine Independent Assembler.	Blocks (8)				
		(ii) Explain in detail about one-Pass and Multi- Pass Assembler.	(8)				
13.	(a)	Explain the machine dependent loader features in detail	(16)				
		$\mathbf{Or}$					
	(b)	(i) Describe the linkage editors.	(8)				
		(ii) Discuss briefly about the MS-DOS linker.	(8)				
14.	(a)	Explain in detail about unique label generation, conditions expansion and keyword macro expansions of machine independent processor.					
		$\mathbf{Or}$					
	(b)	Explain in brief about:					
		(i) MASM Macro Processor					
	•	(ii) ANSI C macro language.	(16)				
<b>15</b> .	(a)	Explain the text editor in detail.	(16)				
		$\mathbf{Or}$					
	(b)	Discuss in detail about an interactive debugging system.	(16)				