Program: BE Computer Engineering

Curriculum Scheme: Revised 2012

Examination: Third Year Semester VI

Course Code: CPC601 and Course Name: System programming and Compiler construction

Time: 1 hour Max. Marks: 50

Note to the students:- All the Questions are compulsory and carry equal marks .

Q1.	Assembly language uses
Option A:	hex code
Option B:	binary code
Option C:	mnemonics
Option D:	ASCII code
option 2:	
Q2.	converts the programs written in assembly language into machine
	instructions
Option A:	Machine compiler
Option B:	Interpreter
Option C:	Assembler
Option D:	Converter
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Q3.	The last statement of the source program should be
Option A:	Stop
Option B:	Return
Option C:	OP
Option D:	End
Q4.	Which of the following is not a type of assembler?
Option A:	one pass
Option B:	two pass
Option C:	three pass
Option D:	load and go
Q5.	In a two pass assembler the object code generation is done during the?
Option A:	Second pass
Option B:	First pass
Option C:	Zeroeth pass
Option D:	Multi pass
Q6.	The purpose of the ORIGIN directive is
Option A:	To indicate the starting position in memory, where the program block is to be

	stored
Option B:	To indicate the starting of the computation code
Option C:	To indicate the purpose of the code
Option D:	To list the locations of all the registers used
Option D.	To list the locations of all the registers used
Q7.	Instructions which won't appear in the object program are called as
Option A:	Redundant instructions
Option B:	Exceptions
Option C:	Comments
Option C:	Assembler Directives
Option D.	Assembler Directives
00	If a number of instructions are repeating through the main program, then to
Q8.	If a number of instructions are repeating through the main program, then to
Ontion A.	reduce the length of the program, is used. procedure
Option A:	subroutine
Option B:	
Option C:	macro
Option D:	recursion
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Q9.	The process of assigning a label or macro name to the string is called
Option A:	initialising macro
Option B:	initialising string macro
Option C:	defining a string macro
Option D:	defining a macro
Q10.	Identify first editor
Option A:	Screen editor
Option B:	Special editor
Option C:	Line editor
Option D:	Vb editor
Option D.	v o cuitor
Q11.	when a computer is first turned on or restarted, a special type of absolute loader,
Q 11.	called ais executed?
Option A:	bootstrap loader
Option B:	loader
Option C:	linker
Option D:	assemble and go loader
option D.	assemble and go loader
Q12.	Linking is process of binding
Option A:	Internal part of a program
Option B:	external functional call
Option C:	External reference to the correct link time address
Option D:	Internal function call
Q13.	Which of the following system software always resides in the main memory?
Option A:	Text Editor
Option B:	Assembler
Option C:	Linker

Q14.	How many parts of compiler are there?
Option A:	2
Option B:	3
Option C:	4
Option D:	1
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Q15.	is a process of finding a parse tree for a string of tokens.
Option A:	Analyzing
Option B:	Recognizing
Option C:	Tokenizing
Option D:	Parsing
Q16.	Grammer of the programming is checked at space of compiler
Option A:	Grammar of the programming is checked at phase of compiler Semantic analysis
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Option B:	Syntax analysis
Option C:	Code optimization
Option D:	Code generation
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Q17.	Which of the following are Lexemes?
Option A:	Identifiers, constants
Option B:	tokens
Option C:	source program
Option D:	pattern
Q18.	Grammar that produce more than one Parse tree for same sentence is
Option A:	Ambiguous
Option B:	Unambiguous
Option C:	Complementation
Option D:	Concatenation Intersection
option 2.	
Q19.	Match the following.
	P. Regular expression 1. Syntax analysis
	Q. Pushdown automata 2. Code generation
	R. Dataflow analysis 3. Lexical analysis
	S. Register allocation 4. Code optimization
Option A:	P-4. Q-1, R-2, S-3
Option B:	P-3, Q-1, R-4, S-2
Option C:	P-3, Q-4, R-1, S-2
Option C:	P-2, Q-1, R-4, S-3
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Q20.	The grammar $A \rightarrow AA \mid (A) \mid e$ is not suitable for predictive-parsing because the
	grammar is
Option A:	Ambiguous
Option B:	Left recursive
Option C:	Right recursive

Option D:	An operator grammar
Q21.	Peephole optimization is form of
Option A:	Loop optimization
Option B:	Local optimization
Option C:	Constant folding
Option D:	Data flow analysis
Q22.	The identification of common sub-expression and replacement of run-time
	computations by compile-time computations is
Option A:	Local optimization
Option B:	Loop optimization
Option C:	Constant folding
Option D:	Data flow analysis
Q23.	Input to code generator is
Option A:	Source code
Option B:	Intermediate code
Option C:	Target code
Option D:	Program code
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Q24.	The graph that shows basic blocks and their successor relationship is called
Option A:	Dag
Option B:	Flow Graph
Option C:	Control Graph
Option D:	Hamilton Graph
Q25.	Listing pointers to triples, rather than listing triples themselves is
223.	implementation of
Option A:	Quadruple
Option B:	Triple
Option C:	Indirect Triple
Option D:	Three address code