

C

1100CST305122103

Pages: 4

Reg No.: \_\_\_\_\_

Name: \_\_\_\_\_

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

B.Tech Degree S5 (S,FE) (FT/WP), (S3 PT) Examination May 2025 (2019 Scheme)



Course Code: CST305

Course Name: SYSTEM SOFTWARE

Max. Marks: 100

Duration: 3 Hours

## PART A

*(Answer all questions; each question carries 3 marks)*

- |    |   | Mar<br>ks |
|----|---|-----------|
| 1  | What is system software? List out the differences between system software and application software. | 3         |
| 2  | Explain about various registers used in SIC/ XE.  | 3         |
| 3  | What are assembler directives? Explain the difference between assembler directives WORD and RESW.   | 3         |
| 4  | Describe the addressing modes and instruction format of SIC machine.                                | 3         |
| 5  | Write notes on literals. What are the different ways of storing the literal values?                 | 3         |
| 6  | Narrate notes on program relocation and different schemes for relocation.                           | 3         |
| 7  | What is Linkage editor? Explain using diagram.  | 3         |
| 8  | Explain the formats and purpose of revised modification record used along with control sections.    | 3         |
| 9  | Discuss various functions of device drivers.  | 3         |
| 10 | Why Debugging is important? Explain different debugging techniques.                                 | 3         |

## PART B

*(Answer one full question from each module, each question carries 14 marks)*

## Module -1

- |    |  |    |
|----|--|----|
| 11 | a) Explain the addressing modes supported by SIC/ XE machine with suitable examples. | 8  |
|    | b) How are characters, integers and floating-point numbers represented in SIC/XE?    | 6  |
| 12 | a) Explain about SIC/XE machine architecture in detail.                              | 10 |

- b) Write an SIC program to find the largest number among FIRST, SECOND and THIRD. 4

### Module -2

- 13 a) Explain the data structures used by two pass assembler, and write the algorithm for pass 2 of two pass assembler. 6
- b) Explain the functions of assembler. Describe the format of the object program generated by the SIC assembler, explain the content of each record type. 8
- 14 a) Write and explain the algorithm for pass 1 of two pass assembler by highlighting the use of different data structures needed for the translation. 6
- b) Assemble the following instructions of SIC/XE. Explain the instruction formats and addressing modes used in each instruction. 8

Location	Symbol field	Opcode field	Operand field
0003		LDB	#LENGTH
...		...	...
001D		STA	BUFFER
0020		LDA	#3
...		...	...
002A		J	@RETADR
...		...	...
0030	RETADR	RESW	1
0033	LENGTH	RESW	1
0036	BUFFER	RESB	4096

The required opcode values are given below.

Mnemonic	Opcode value
----------	--------------

LDB m	68
STA m	0C
LDA m	00
J m	3C

**Module -3**

- 15 a) Differentiate the concept of Program blocks and Control Sections using proper examples. 8
- b) Explain the working of a multi pass assembler with example. 6
- 16 a) Explain the following 8
- i) Method of handling Forward references by single pass assemblers, using the algorithm.
- ii) Relocation bit scheme for SIC machine, using example.
- b) Explain the difference between the following: 6
- i) LDA #3
- ii) THREE EQU 3  
...  
LDA #THREE
- iii) THREE EQU 3  
...  
LDA THREE

**Module -4**

- 17 a) Explain the two passes of linking loader using algorithms and associated data structures. 9
- b) Write notes on the different loader design options. 5
- 18 a) Write short note on the following terms: 6

i) Dynamic Linking

ii) linking loader

ii) Bootstrap loader

- b) Write notes on machine dependent loader features. How are these features implemented in Linking loader? 8

#### Module -5

- 19 a) Explain the algorithm and data structures for one pass Macro processor. 10
- b) Explain the general design of device driver. 4
- 20 a) Draw and explain the functions of each block in the structure of a typical text editor. 8
- b) Describe macro definition and expansion with the help of examples. 6

\*\*\*