

B.TECH. DEGREE EXAMINATION, NOVEMBER 2014

Fifth Semester

Branch: Computer Science and Engineering / Information Technology

LANGUAGE PROCESSORS (R, T)

(Old Scheme - Prior to 2010 Admissions)

[Supplementary/Mercy Chance]

Time: Three Hours

Maximum: 100 Marks

Part A

Answer all questions.
Each question carries 4 marks.

- 1. With an example, explain macro definition and usage.
- 2. Draw the flowchart of single pass assembler.
- 3. What language is generated by the following context-free grammar, with start symbol S? Is it regular? Justify your answer:

$$S \rightarrow AA, A \rightarrow a \mid b$$

- 4. With examples, explain context free and regular grammars. Which one is more powerful in representation?
- 5. "A data descriptor is a structure containing information that describes data". Explain this statement with an example.
- 6. Explain the different forms of intermediate codes used compilation process.
- 7. Briefly explain the significances of global optimization and list four global optimization techniques used in compilers.
- 8. Where do we use lex and yacc tools? Explain.
- 9. What is meant by overlay programming?
- 10. What is meant by a relocatable code? Explain with a simple example.

 $(10 \times 4 = 40 \text{ marks})$

Part B

Answer all questions.

Each full question carries 12 marks.

- 11. (a) Explain Macro processors and their use in implementing a software.
 - (b) With an example, explain the implementation of recursive macro definition.

(6 + 6 = 12 marks)

Or

Turn over



- 12. (a) How is two pass-assembler different from one pass assembler in resolving the future symbol? Explain.
 - (b) Why do we need more passes in translation process? Explain with an example.

(5 + 7 = 12 marks)

- 13. (a) A predictive parser is a recursive descent parser that does not require backtracking. Justify this statement with an example.
 - (b) With an example, explain shift and reduce actions in shift/reduce parser.

(6 + 6 = 12 marks)

Or

- 14. (a) Explain all the phases of compiler with the help of suitable example.
 - (b) What is meant by ambiguous grammar? List four techniques used to resolve/eliminate ambiguity.

(6 + 6 = 12 marks)

- 15. (a) Explain various approaches to symbol table organization.
 - (b) Explain the issues in the design of a Code Generator.

(8 + 4 = 12 marks)

Or

- 16. (a) "Programming languages have ambiguous grammars; in this case, semantic information is needed to select the intended parse tree of an ambiguous construct." Justify this statement with an example.
 - (b) Explain major tasks in code generation.

(4 + 8 = 12 marks)

- 17. (a) Is the given statement True/False? "An incremental compiler does not compile the source file into object code". Justify your answer.
 - (b) Explain the types of optimizations used in compiler design.

(4 + 8 = 12 marks)

Or

- 18. (a) With an example, explain how dynamically allocated data are stored in a heap
 - (b) Explain different parameter passing methods and their implementation strategies.

(5 + 7 = 12 marks)

- 19. (a) What is linker or linkage editor?
 - (b) With an illustration of the linking process, explain how object files and static libraries are assembled into a new library *or* an executable file.

(3 + 9 = 12 marks)

Or

- 20. (a) What are loaders and discuss various loading schemes used in practical applications.
 - (b) What is meant by dynamic loading? Explain.

(8 + 4 = 12 marks)

 $[5 \times 12 = 60 \text{ marks}]$