

1	<p>a) Write five disadvantages of assembly language programming.</p> <p>b) Differentiate fixed and variable partitioned allocation of memory with example and diagram.</p> <p>c) What do you mean by 'page replacement' in paging concept?</p> <p>d) Differentiate syntax and semantic analysis of compiler.</p> <p>e) Give names of five text editors.</p> <p>f) What is the post mortem analysis of a program through a debugger?</p> <p>g) What is the volume structure in MS-DOS?</p> <p>h) What is common sub expression elimination in a compiler? Take the help of an example.</p>
2	<p>a) What are program control instructions? Give two examples.</p> <p>b) Which instructions are Memory-Memory instructions? Give example.</p> <p>c) What is indirect addressing? Explain with the help of example.</p> <p>d) Why we need to execute the assembler process in two passes. Give reasons.</p>
3	<p>a) What is relocating loader? Explain the transfer vector concept?</p> <p>b) What are the standard system linkages criteria for IBM 360? Write the essential set of instructions required to do the linking.</p>
4	<p>For the program given on the back page produce</p> <p>a) MNT</p> <p>b) MDT</p> <p>c) Expanded macro code</p> <p>d) ESD table</p> <p>e) RLD table</p>
5	<p>The outputs you get after applying the macro processor at the given program and then applying the assembler and produce the hex code, considering the hex Opcode of every instruction as "DE".</p> <p>Make a) Literal table</p> <p>b) Symbol table</p> <p>c) Base table</p> <p>d) Hex code</p>