

## Marking Scheme

May 2022 (ENDSEM) EXAM  
T.Y./ B. TECH. (SEMESTER - II)

**COURSE NAME: System Programming**

**COURSE CODE: ETUA40181D**

**(PATTERN 2018)**

Time: [1Hr]

[Max. Marks: 30]

**(\*) Instructions to candidates:**

- 1) Figures to the right indicate full marks.
- 2) Use of scientific calculator is allowed
- 3) Use suitable data where ever required

Question No.	Question Description	Marks
Q.1	a) Illustrate Interpreter with its components. 1. Basics of Interpreter 2. Components (Block diagram)	[2] [2]
Q.2	b) Consider "d = a + b * 2;" and show the output of each phase of compiler with suitable diagram. 1. Output of each phase 2. Diagram explaining the stages <b>OR</b> a) Illustrate with examples regular expressions to recognize the following: i) Signed and unsigned integer numbers ii) Identifiers  b) Illustrate working of LEX with suitable diagram. Demonstrate with suitable example. 1. Basics of Lexical Analysis, LEX, LEX tool 2. Example	[3] [3]  [2] [2]  [4] [2]
Q.3	a) Illustrate YACC with suitable diagram.  b) Consider the Grammar S --> A   a  A --> a  Find their First and Follow sets. <b>OR</b> a) Construct a parse tree for the following grammar: S -> AB	[4]  [6]     [4]

	<p> <math>A \rightarrow c/aA</math>  <math>B \rightarrow d/bB</math> </p> <p> b) Consider the Grammar:  <math>E \rightarrow TE'</math>  <math>E' \rightarrow +TE' \mid \epsilon</math>  <math>T \rightarrow FT'</math>  <math>T' \rightarrow *FT' \mid \epsilon</math>  <math>F \rightarrow id \mid (E)</math>  <math>\epsilon</math> denotes epsilon  Find their First and Follow sets. </p>	[6]
Q. 5	<p> a) Illustrate three address code with an example.  1. Three address code explanation [2]  2. Example [2] </p> <p> b) Demonstrate the use of code optimization with suitable example.  1. Uses in detail [3]  2. Two examples [3] </p> <p style="text-align: center;"><b>OR</b></p> <p> a) Demonstrate the role of peephole optimization in Compilation process  1. Peephole basic concepts [2]  2. Application in compilation [2] </p> <p> b) Illustrate the use of object code in compiler design  1. Object code explanation with flowchart/block diagram [3]  2. Application [3] </p>	