Chapter 11

System Software

- Which of the following is/are not assembler directive(s)?
 - (a) START
- (b) LOAD
- (c) END
- (d) BYTE
- 2. Which of the following remarks about the assembler are true?
 - (a) It translates mnemonic instruction into machine code.
 - (b) The instruction formats, addressing modes, etc., are of direct concern in assembler design.
 - (c) Design of an assembler is independent of the source language.
 - (d) Both (b) and (c) are correct.
- *3. A programming language is to be designed to run on a machine that does not have a big memory. The language should
 - (a) prefer a two-pass compiler to an one-pass compiler
 - (b) prefer an one-pass compiler to a two-pass compiler
 - (c) prefer an interpreter to a compiler
 - (d) not support recursion
- 4. Which of the following about the loader is/are incorrect?
 - (a) Loader brings object program into memory for execution.
 - (b) Linkage editors perform linking after loading.
 - (c) Dynamic linking schemes delay linking until execution time.
 - (d) Absolute loader modifies the object program so that it can be loaded at any address location.
- Two procedures both of which treat the other as a called procedure and itself the callee, are called as
 - (a) master-slave routines

(b) sub-sub-routines

(c) co-routines

(d) ambiguous master-slave routines

(a) 0

(b) 1

6.	Choose the true statements about the linkage loaders.							
	(a) The input to it consists of a set of object programs that are to be linked together.							
	(b) The main data structure needed for linking is an external symbol table.							
(c) Pass 1 assigns addresses to all external symbols.								
	(d)	Pass 2 performs loading, relocating and lin	king	ζ.				
7.	Which of the following statements about the macro-processors are incorrect? (a) The general features such as macro expansion, use of keyword parameters are machine.							
	dependent.							
	(b) Macro invocation includes the name of the macro being called and the arguments to be							
	used.							
	, .	(c) Macro definition is also referred to as macro call.						
	(d) Macros cannot be nested.							
8.	Tra	nsfer of information to and from the main r						
		bits (b) bytes	(c)	words	(d) nibbles			
*9.		output of the lexical analyzer is						
	7 1	a set of regular expressions		syntax tree				
		set of tokens	(d)	string of character	rs			
10.	An interpreter is preferred over a compiler							
		when efficient use of computer resources i	s the	consideration				
	7 .	during program development phase						
		when storage space is to be minimized						
	(d)	all of the above						
11.	A compiler-compiler is a/an							
	(a) compiler which compiles a compiler program							
	(b) software tool used in automatic generation of a compiler							
	(c) compiler written in the same language it compiles							
	(d) another name for cross-compiler							
12.	A compiler which allows only the modified section of the source code to be recompiled in				de to be recompiled is			
		ed as	<i>(</i> L)	anna Camarbla an				
		incremental compiler		reconfigurable con	•			
		dynamic compiler	- ,	selective compiler				
13.		ich of the following system software reside			-			
	, ,	Text editor (b) Assembler			(d) Loader			
14.		a two-pass assembler the pseudo-code EQU			ng			
		pass 1		pass 2				
	(c) not evaluated by the assembler (d) none of the above							
15.	 Effective address got by index mode will be the same as that of register indirect mode whe the index register has the value 							
	the index register has the value							

(c) -1

(d) can never be the same

16.	. When exceptional situation occurs outside the	CPU th	e H/W signal gi	ven is			
	(a) reset (b) interrupt	(c) h	old	(d) wait			
17.	. The root directory of a disk should be placed						
	(a) at a fixed address in main memory	(b) at	a fixed location	on the disk			
	(c) anywhere on the disk	(d) at	a fixed location	on the system disk			
18.	. Efficient use of addressing modes			,			
	(a) speeds up execution	(b) red	luces the numbe	r of instructions			
	(c) reduces the size of instructions	(d) no	ne of the above				
19.	The correct sequence of time delays that happen during a data transfer from a disk to						
	memory is						
	(a) seek time, latency time and transfer time						
	(b) seek time, access time and transfer time						
	(c) latency time, seek time and transfer time						
	(d) latency time, access time and transfer time						
20.	Writing a software in assembly language is preferred to writing in a high level language						
	when						
	(a) memory space is limited						
	(b) optimal use of the hardware resources available is of primary concern						
	(c) programmer's productivity is important						
	(d) portability is important						
21.	. Which of the following addressing modes supp	port Ind	exing?				
	(a) Relative (b) Memory indirect (c) Immediate (d) Direct						
22.	. Which of the following are the advantages of 2	2's com	plement over 1's	s complement?			
	(a) Easy to implement using digital components						
	(b) Subtraction can be done by a single addition						
	(c) It has only one zero						
	(d) All of the above						
23.	 Pick the functions that are completely perform 	ed in pa	iss 1.				
	(a) Processing of DB pseudo-op		dating the locat				
	(c) Processing of EQU pseudo-op	(d) Pro	ocessing of DS	pseudo-op			
24.	Pick the functions that are performed in pass 2.						
	(a) Creating the proper address mode using the base table.						
	(b) Updating the location counter						
	(c) Processing of EQU pseudo-op						
	(d) Generation of object code using machine of	peratio	n table				
25.	 Pick the correct statement(s) about LTORG. 						
	(a) It is a pseudo-op.						

(b) It is used to load the object program at some specified memory location that is given in

the operand field.

(c) It is used to place the literals definition in a specified memory location that is given in the operand field. (d) It creates a literal pool that contains all the literal operands used since the previous LTORG. Pick the machine independent phase(s) of the compiler. (a) Syntax analysis (b) Code generation (d) Intermediate code generation (c) Lexical analysis 27. Which of the following statement(s) about loading is/are true? (a) Modification records are used for specifying program relocation in relative addressing mode instructions. (b) Modification records are best suited for specifying program relocation in direct addressing and fixed instruction format. (c) Text record uses a relocation bit associated with each word of the object code in direct addressing and fixed instruction format. (d) Modification records are best suited for relative addressing mode 28. Pick the machine dependent operating system features. (a) Interrupt processing (b) File processing (c) Process scheduling (d) Job scheduling 29. Pick the machine independent operating system features. (a) I/O supervision (b) file processing (c) Management of real memory (d) Job scheduling 30. Pick the machine independent step(s) that can be used to optimize the memory requirement of a program. (a) Eliminating loop invariant computations (b) Code hoisting (c) Elimination of common sub-expressions (d) Register allocation strategies 31. What interrupt is generated when an attempt to divide by zero is made? (a) Supervisor call interrupt (SVC) (b) Program interrupt (c) I/O interrupt (d) Timer interrupt 32. Pick the class of interrupt with highest priority. (a) Supervisor call interrupt (SVC) (b) Program interrupt (d) Timer interrupt (c) I/O interrupt 33. Pick the class of interrupt with lowest priority. (a) Supervisor call interrupt (SVC) (b) Program interrupt

(d) Timer interrupt

34. The delay between job submission and job completion is called

(c) I/O interrupt

- - (a) turnaround time (b) in-process time
 - (c) response time (d) waiting time

35.	Which of the following techniques is preferable for transferring large amount of data to and from a memory in a short time?					
	(a) Programmed I/O (b) Interrupt-driven I/O					
	(c) DMA (d) None of the above					
36	Privileged instructions can be executed					
50.	(a) only in monitor mode (b) only in user mode					
	(c) both in user and monitor mode (d) none of the above					
37	The first pass of a simple two-pass assembler					
37.	(a) allocates spaces for the literals					
	(a) anocates spaces for the interais (b) computes the total length of the program					
	(c) builds the symbol table for the symbols and their values					
	(d) generates code for all the load and register instructions					
38	. The ideal choice for interrupt oriented applications is					
50.	(a) Z-80 (b) Motorola-6800 (c) 8085 (d) 8008					
*30	Choose the correct statement.					
57.	(a) Any software can be simulated by hardware.					
	(b) Any hardware can be simulated by software.					
	(c) Firmware is nothing but hardware implementation of software.					
	(d) Firmware is nothing but software implementation of hardware.					
40.	Which of the following is always true?					
	(a) A compiled program uses more memory than an interpreted program.					
	(b) A compiler converts a program to a lower level language for execution. (c) A compiler takes less memory than an interpreter.					
	(d) Compiled programs take more time for execution than interpreted programs.					
41.	In a two-pass assembler the object code generation is done during the					
	(a) second pass (b) first pass					
	(c) zeroeth pass (d) none of these					
42.	In a two-pass assembler, adding literals to literal table and address resolution of local syn					
	bols are done during					
	(a) first pass and second pass respectively (b) second pass					
	(c) second pass and first pass respectively (d) first pass					
43.	The data transfer rate of a double density floppy disk system is about					
	(a) 5 Kbits/sec (b) 50 Kbits/sec (c) 500 Kbits/sec (d) 5000 Kbits/sec					
44.	A linker is given object modules for a set of programs that were compiled separately. What					
	information need not be included in an object module?					
	(a) Object code					
	(b) Relocation bits					
	(c) Names and locations of all external symbols defined in the object module					
	(d) Absolute addresses of internal symbols					