





2. Answer any eight from the following questions

2×8 = 16

- (a) Write two main purposes of language processor.
- (b) What is mnemonic operation code? Give one example.
- (c) Distinguish between literals and constants.
- (d) What is bootstrap loader?
- (e) Write two advantages of using assembly language program over machine language program.
- (f) With a suitable example briefly describe code generation process.
- (g) Define parse tree.
- (h) What are the different types of finite automata?
- (i) Differentiate between scanning and parsing.
- (j) Write two differences between compiler and interpreter.

4×5 = 20

3. Answer any five from the following questions

- (a) Define absolute loader. Discuss advantages and disadvantages of absolute loader.
- (b) Describe pure and impure interpreter and draw schematic diagram of each.
- (c) Write few lines on different kinds of statements in assembly language.
- (d) What is lexical analysis phase of a compiler? Describe.
- (e) Briefly describe LR parsing. Draw the model of an LR parser.
- (f) Describe various phases of a compiler.
- (g) Explain dynamic linking.

4. Answer any two from the following questions

8×2 = 16

- (a) What is memory allocation? Briefly describe static and dynamic memory allocation during compilation of a program.
- (b) With suitable examples briefly explain the overlay technique.
- (c) Discuss the different sub-phases of synthesis phase of a compiler.

5. Answer any two from the following questions

10×2 = 20

- (a) Explain the preliminary idea to design of an assembler.
- (b) Write about top-down parsing and bottom-up parsing. Give examples of each.
- (c) Discuss different types of finite automata.