

SECTION-B

2. What are various debugging techniques?
3. Differentiate between linker and loader.
4. Which of the phase in compiler design can be eliminated? What are the effects of eliminated this phase?
5. What are macro instruction arguments? Explain.
6. What data structures are required in pass I of an assembler? Describe in brief.

SECTION-C

7. Write a short program to demonstrate the use of YACC. Write complete procedure to write, compile and execute your YACC program. (Assume all required software's are available to you).
8. What is an editor? Name different editors available. Explain five different commands of vi-editor with examples.
9. Write short notes on :
 - a. System programming
 - b. Conditional macro expansions