



## SECTION-B

2. Explain dynamic linking. What is the use of Linkage editor?
3. Why do we use YACC? Differentiate LEX and YACC tools.
4. Write note on:
  - a) Full Screen Editors
  - b) Multi Window Editors
5. What is debugging in system programming? Discuss the debugging techniques used in embedded systems?
6. Discuss absolute loader scheme. Also, write its advantages and disadvantages.

## SECTION-C

7. Explain the one-pass assembler in detail with block diagram. What are the problems faced by a one-pass assembler. How can we overcome with the problems faced by the one pass assembler?
8. Explain the different phases of compilers.
9. Explain recursive macro expression in detail. How could a non-recursive macro preprocessor allow for the invocation of macros within the macros? What would be the advantages and disadvantages of such an approach?

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