

<b>SYSTEM SOFTWARE</b> <b>[As per Choice Based Credit System (CBCS) scheme]</b> <b>(Effective from the academic year 2017 - 2018)</b> <b>SEMESTER – VI</b>			
Subject Code	17IS652	IA Marks	40
Number of Lecture Hours/Week	3	Exam Marks	60
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 03			
Module – 1			Teaching Hours
Introduction to System Software, Machine Architecture of SIC and SIC/XE. <b>Assemblers:</b> Basic assembler functions, machine dependent assembler features, machine independent assembler features, assembler design options. <b>Macroprocessors:</b> Basic macro processor functions, machine independent macro processor features, Macro processor design options, implementation examples <b>Text book 1: Chapter 1: (1.1-1.3.2), Chapter2: 2.1- 2.4 ,Chapter4</b>			08 Hours
Module – 2			
<b>Loaders and Linkers:</b> Basic Loader Functions, Design of an absolute loader, a simple Bootstrap loader, Machine-dependent loader features-relocation, program linking, algorithm and data structures for a linking loader, Machine –independent loader features-automatic library search, Loader options, loader design options-linkage editor, dynamic linkage, bootstrap loaders, implementation examples-MS DOS linker. <b>Text book 1 : Chapter 3</b>			08 Hours
Module – 3			
<b>System File and Library Structure:</b> Introduction, Library And File Organization, Design Of A Record Source Program File Structure, Object Code, Object File, Object File Structure, Executable File, Executable File Structure, Libraries, Image File Structure. <b>Object Code translators:</b> introduction, binary code translators, object code translators, translation process, hybrid method, applications <b>Reference 1: chapter 5 and chapter 15</b>			08 Hours
Module – 4			
<b>Lexical Analysis:</b> Introduction, Alphabets And Tokens In Computer Languages, Representation, Token Recognition And Finite Automata, Implementation, Error Recovery. <b>Text book 2: Chapter 1(1.1-1.5), Chapter 3(3.1-3.5)</b>			08 Hours
Module – 5			
<b>Syntax Analysis:</b> Introduction, Role Of Parsers, Context Free Grammars, Top Down Parsers, Bottom-Up Parsers, Operator-Precedence Parsing <b>Text book 2: Chapter 4 (4.1 – 4.6)</b>			08 Hours
<b>Course outcomes:</b> The students should be able to:			
<ul style="list-style-type: none"> <li>• Explain system software such as assemblers, loaders, linkers and macroprocessors</li> <li>• Design and develop lexical analyzers, parsers and code generators</li> <li>• Understand lex and yacc tools for implementing different concepts of system software</li> </ul>			
<b>Question paper pattern:</b> The question paper will have TEN questions. There will be TWO questions from each module.			

Each question will have questions covering all the topics under a module.  
The students will have to answer FIVE full questions, selecting ONE full question from each module.

**Text Books:**

1. System Software by Leland. L. Beck, D Manjula, 3<sup>rd</sup> edition, 2012
2. Compilers-Principles, Techniques and Tools by Alfred V Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman. Pearson, 2<sup>nd</sup> edition, 2007

**Reference Books:**

1. Systems programming – Srimanta Pal , Oxford university press, 2016
2. System software and operating system by D. M. Dhamdhare TMG
3. Compiler Design, KMuneeswaran, Oxford University Press 2013.
4. System programming and Compiler Design, K C Loudon, Cengage Learning

*Sachin*  
H.O.D.  
Dept. Of Information Science & Engineering  
Alva's Institute of Engg. & Technology  
Mijar, MOODBIDRI - 574 225