**SESSION DEC 2022**

**PROGRAM BACHELOR OF COMPUTER APPLICATION (BCA)**

**SEMESTER IV**

**COURSE CODE &amp; NAME DCA2203 &amp; SYSTEM SOFTWARE**

**CREDITS 4**

**Assignment Set – 1**

**1. a. Explain different types of addressing modes.**

**Ans:** The addressing modes for sequential control transfer instructions are explained as follows:

**1. Immediate:** In this type of addressing, immediate data is a part of instruction, and appears in the form of successive bytes or bytes.

**Example:** MOV AX, 0005H

In the above

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**2. a. What is Assembler? Explain different types of Assemblers.**

**Ans:** An assembler translates mnemonic instructions into machine code. The design of an assembler is directly affected by the instruction formats, addressing modes, etc. Similarly, Compilers must generate machine language code, considering hardware features like the quantity and type of registers and the available machine instructions . Operating systems are directly concerned

**3. a. Explain program relocation concepts in detail.**

**Ans: Program Relocation**

Let AA be a set of absolute addresses-instruction or data addresses used in the instruction of a program say P. AA ≠ Σ implies that program P assumes its instruction and data to occupy memory words with

**Assignment Set – 2**

**4. a. Differentiate between Line editors and Stream editors.**

**Ans:** "   A line editor is a traditional type of earlier text editor where only one line of a file can be edited at a time.

Line editors were the predecessors to the document editing software programs which are commonly used today. Wher

**5. What is a device driver? Explain the role of device drivers in terms of mechanism and policy.**

**Ans: The Operating System (OS)** is like a manager that manages the interaction between all the devices and the underlying process between them in a computer system. It is the job of the OS to facilitate communication between all the devices connected to the computer system.

Applications run in user

**6. a. Write short notes on: (i) Worker threads (ii) Thread-safe methods.**

**Ans: Worker threads** In a single-thread model, you should not block the UI thread; otherwise, this can result in undefined and unexpected behaviour. So, any long operations or operations that are not instantaneous should go in separate threads. Those threads can be regarded as "background" or "