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| **SESSION** | **NOV-DEC 2023** |
| **PROGRAM** | **BACHELOR OF COMPUTER APPLICATION (BCA)** |
| **SEMESTER** | **IV** |
| **COURSE CODE & NAME** | **DCA2203 & SYSTEM SOFTWARE** |
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**Assignment Set – 1**

**1. a. What are language processing activities? Explain them.**

**b. What is parsing? Why is it required?**

**Ans 1.**

**a. Language processing activities**

Language processing activities are a series of computational techniques and processes used to understand, interpret, and generate human language. These activities are fundamental to the field of Natural Language Processing (NLP), which is a branch of artificial intelligence that focuses on the interaction between computers and human languages. The primary objective of language processing activities is to enable computers to process or “understand” natural language in a way

**2. a.What is Assembler? Explain different types data structures used in Assemblers.**

**b. Explain various Data Structures used in Macro Processor Design.**

**Ans 2.**

**a. Assembler: Definition and Overview**

An assembler is a crucial component in the realm of computer programming and system software. It serves as a translation tool that converts assembly language, a low-level programming language with a strong correlation to machine language, into object code, the machine-readable format. This process is fundamental in transforming human-readable code into a format that a

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

**b. Describe Compiler. Explain different phases of compilation.**

**Ans 3.**

**a. Program Relocation**

Program relocation and the phases of compilation are fundamental concepts in computer science, particularly in the context of operating systems and programming language compilers. Let's explore these topics in detail.

Program relocation

**Assignment Set – 2**

**4.a. Discuss different types of editors.**

**b. Explain the basic building blocks of an UPnP enabled network.**

**Ans 4.**

**a. Types of editors**

In the world of computing and digital content creation, editors are essential tools that allow users to manipulate and organize various types of data. Broadly, editors can be classified into several categories based on their functionality and the type of content they are designed to handl

**5. What is modularization? Explain Cohesion and Coupling in detail and its types.**

**Ans 5.**

Modularization in software engineering is the process of dividing a software system into distinct, smaller modules that are manageable and interconnect with each other. This approach is pivotal for managing complex systems, enhancing maintainability, and facilitating scalability. Modularization is characterized by two fundamental concepts: cohesion

**6.a. What is the endpoint in USB? Explain different types of USB endpoints.**

**b. What are the diverse types of memory in phones? List some of the usages of memory of the android system.**

**Ans 6.**

a. USB Endpoints and Memory Types in Phones

**USB Endpoints: Understanding the Communication Channels**

A Universal Serial Bus (USB) endpoint can be thought of as a distinct data buffer within a USB device, serving as a specific point where data is either sent or received. USB endpoints facilitate the flow of