University of California, Berkeley - College of Engineering

Department of Electrical Engineering and Computer Sciences

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After the exam, indicate on the line above where you fall in the emotion spectrum between "sad" & "smiley"...

Last Name	
First Name	
Student ID Number	
CS61C Login	cs61c-
The name of your SECTION TA (please circle)	David Donggyu Fred Jeffrey Martin Nolan Sagar Shreyas William
Name of the person to your Left	
Name of the person to your Right	
All the work is my own. I had no prior knowledge of the exam contents nor will I share the contents with others in CS61C who have not taken it yet. (please sign)	

Instructions (Read Me!)

- This booklet contains 7 numbered pages including the cover page. The back of each page is blank and can be used for scratch-work, but will not be looked at for grading. (i.e. the sides of pages without the printed "SID:

 " header will not even be scanned into gradescope).
- Please turn off all cell phones, smartwatches, and other mobile devices. Remove all hats & headphones.
 Place your backpacks, laptops and jackets under your seat.
- You have 80 minutes to complete this exam. The exam is closed book; no computers, phones, or calculators
 are allowed. You may use one handwritten 8.5"x11" page (front and back) of notes in addition to the
 provided green sheet.
- There may be partial credit for incomplete answers; write as much of the solution as you can. We will deduct
 points if your solution is far more complicated than necessary. When we provide a blank, please fit your
 answer within the space provided. "IEC format" refers to the mebi, tebi, etc prefixes.

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Total
Points Possible	10	12	6	12	18	16	16	90
Points Earned		2						

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Q1: Number Representation (10 points)

1) Convert the following 8-bit two's-complement numbers from hexadecimal to decimal:

0x80 = ____

0xFF =

0x0F =

- 2) For two n-bit numbers, what is the difference between the largest unsigned number and the largest two's-complement number? In other words, what is $\mathtt{MAX_UNSIGNED_INT} = \mathtt{MAX_SIGNED_INT}$? Write your answer in terms of n.
- 3) Fill in the blanks to return the largest positive number a 32-bit two's-complement number can represent.

```
unsigned int max_twos() {
    return ((1 << ____) - ____);
}</pre>
```

4) Consider a new type of notation for representing signed numbers, *biased* notation. The formula for obtaining the value from a number written in biased notation is:

Where b is a constant called the bias. Example with 4 bits and a bias of 4:

$$0b0011 = 3 - 4 = -1$$

 $0b1110 = 14 - 4 = 10$

If we wanted an *n*-bit biased system to represent the same range as two's complement numbers, what is the value of *b*?

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Q2: Pointers and Memory (12 points)

1) Assume you are given an int array arr, with a pointer p to its beginning:

```
int arr[] = {0x61c, 0x5008, 0xd, 0x4, 0x3, 0x4ffc};
int *p = arr;
```

Suppose arr is at location 0x5000 in memory, i.e., the value of p if interpreted as an integer is 0x5000. To visualize this scenario:

0x61c	0x5008	0xd	0x4	0x3	0x4ffc
↑ arr[0]		***			arr[5]

Assume that integers and pointers are both 32 bits. What are the values of the following expressions? If an expression may cause an error, write "Error" instead.

```
a) *(p+3) =
b) p[4] =
c) *(p+5) + p[3] =
d) *(int*)(p[1]) =
e) *(int*)(*(p+5)) =
```

2) Consider the following code and its output. Fill in the blanks.

```
void foo1( ______ a, int n) {
   int i;
   for (i = 0; i < n; i++) {
        (*(a+i)) += 3;
   }
}

void foo2( _____ p) { p++; }

int main() {
   int x = ____;
   int a[] = {1, 2, 3, 4, 5};
   int *p = &a[1];
   foo1(a, sizeof(a) / sizeof(int));
   foo2(&p);
   printf("%d, %d, %d\n", a[1], *(++p), a[x]);
}
The output of this code is:
______, ______, 8</pre>
```

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Q3: C Memory Model (6 points)

For each of the following functions, answer the questions below in the corresponding box to the right:

- 1) Does this function return a usable pointer to a string containing "asdf"?
- 2) Which area of memory does the returned pointer point to?
- 3) Does this function leak memory?

You may assume that malloc calls will always return a non-NULL pointer.

```
char * get_asdf_string_1() {
    char *a = "asdf";
    return a;
}
```

get 1)	asdf_string_1
2)	Shock
3)	

```
char * get_asdf_string_2() {
    char a[5];
    a[0]='a';
    a[1]='s';
    a[2]='d';
    a[3]='f';
    a[4]='\0';
    return a;
}
```

```
get_asdf_string_2
1)
2)
3)
```

```
char * get_asdf_string_3() {
    char * a = malloc(sizeof(char) * 5);
    a = "asdf";
    return a;
}
```

```
get_asdf_string_3
1)
2)
3)
```

```
char * g = "asdf";
char * get_asdf_string_4() {
    return g;
}
```

get	_asdf_string_4
1)	
	405
2)	
•	542 -
3)	
,	n 0

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Q4: Linked Lists (12 points)

1) Fill out the declaration of a singly linked linked-list node below.

```
typedef struct node {
  int value;
  _____ next; // pointer to the next element
} sll_node;
```

2) Let's convert the linked list to an array. Fill in the missing code.

```
int * to_array(sll_node *sll, int size) {
  int i = 0;
  int *arr = _____;
  while (sll) {
    arr[i] = _____;
    sll = _____;
  }
  return arr;
}
```

3) Finally, complete delete_even() that will delete every second element of the list. For example, given the lists below:

```
Before: \boxed{\text{Node 1}} \rightarrow \boxed{\text{Node 2}} \rightarrow \boxed{\text{Node 3}} \rightarrow \boxed{\text{Node 4}}
After: \boxed{\text{Node 1}} \rightarrow \boxed{\text{Node 3}}
```

Calling delete_even() on the list labeled "Before" will change it into the list labeled "After".

All list nodes were created via dynamic memory allocation.

```
void delete_even(sll_node *sll) {
    sll_node *temp;
    if (!sll || !sll->next) return;
    temp = _____;
    sll->next = _____;
    free(_____);
    delete_even(____);
}
```

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Q5: MIPS with FUNctions (18 points)

The function countChars(char *str, char *target) returns the number of times characters in target appear in str. For example:

```
countChars("abc abc abc", "a") = 3
countChars("abc abc abc", "ab") = 6
countChars("abc abc abc", "abcd") = 9
```

The C code for countChars is given to you in the box on right. The helper function isCharInStr(char *target, char c) returns 1 if c is present in target and 0 if not.

```
int countChars(char *str, char *target) {
  int count = 0;
  while (*str) {
    count += isCharInStr(target, *str);
    str++;
  }
  return count;
}
```

Finish the implement of countChars in TAL MIPS below. You may not need every blank.

count	:Chars:		*
Count	addiu \$sp, \$sp,		
		<pre>- # Store onto the stack if needed</pre>	
	Jul . 400		
		_	
	50	-	
	addiu \$s0, \$zero, 0	<pre>- # We'll store the count in \$s0</pre>	
		# We II Store the count in \$50	
	addiu \$s1, \$a0, 0		
loop:	addiu \$s2, \$a1, 0		
тоор.	addiu \$a0, \$s2, 0	A POTE TO	
	beq		
	jal isCharInStr	- -	
		_	
done:		_	
		_ # Load from the stack if needed	
		_	
		- ·	
		-	
		-	
	addiu \$sp, \$sp,	_	
	ir \$ra		

	ions into their machine code representation (binary format) or instructions to machine code, we've provided boxes to the priate fields (in binary):
MIPS	Machine Code
foo_bar:	
	0b00000001000000000100000100001
loop: beq \$a1 \$0 end	
	0b0000000000000100001000001000000
j loop	0b0000100000000000000000000000000000000
end: jr \$ra	
Q7: MIPS Addressing Modes	s (16 points)
Program Counter (PC) would change by PC_of_branch_instruction).	ranch instruction, returns the number of bytes that the , i.e. (PC_of_branch_target -
<pre>branchAmount(branch_inst): calculate the instruction offse convert the offset to byte addr return PC_of_branch_target - PC</pre>	ressing
Write branchAmount in TAL MIPS (no ps that register \$a0 contains a valid branch	seudoinstructions) .You may not need all the blanks. Assume instruction.
branchAmount: andi \$t0, \$a0, 0x8000 bne,, label1	
j label2	
label1:	
or \$v0, \$a0, \$t1 label2:	- - -
sll,,	# Convert to byte addressing
label3:	
jr \$ra	
	•

Q6: MIPS Instruction Formats (16 points)