
Your Name (first last)

UC Berkeley
Fall 2019
CS61C Quest

SID

← Name of person on left (or aisle)

Name of person on right (or aisle) →

Q1) [10 Points] **Negate** the following **nibble binary/hex** numbers, or write N/A if not possible. Remember to write your answer in the appropriate base. (A nibble is 4 bits)

(Unsigned) 0b0101	(Bias = -7) 0b0100	(Bias = -7) 0xF	(Two's Comp) 0b1100	(Two's Comp) 0xA
0b	0b	0x	0b	0x

...scratch space below...

Q2) [6 Points] Which of the following sums will yield an **arithmetically incorrect result** when computed with **two's complement nibbles**?

Correct <input type="radio"/> Incorrect <input type="radio"/>	Correct <input type="radio"/> Incorrect <input type="radio"/>	Correct <input type="radio"/> Incorrect <input type="radio"/>
0xD + 0xE + 0xF	0x7 + 0x8	0x3 + 0x5

...scratch space below...

Q3) [12 Points] For each of the following representations, what is the **fewest number of bits** needed to cover the given range, which is inclusive of the endpoints (e.g., [1, 4] is the numbers 1, 2, 3 and 4). Write "N/A" if it is impossible. For the **Bias Value** (final value = unsigned + bias value), we'll let YOU specify whatever offset you wish to minimize the total number of bits needed for the Bias encoding.

Range	Unsigned	One's Comp	Two's Comp	Sign&Mag	Bias	Bias Value
[0, 10]		5	5			0
[-4, -1]		4				
[1, 4]				4	2	

...scratch space below...

For this page, assume all mallocs are successful, all necessary libraries are #included, and any heap accesses outside what the program allocates is a segmentation fault.

<p>Q4) [12 Points] Which of the following are possible, if perhaps unlikely, results of attempting to compile and run this code? (select ALL that apply)</p> <pre>int main() { int32_t *str = (int32_t *) malloc(sizeof(int32_t) * 3); printf("%s", (char *) str); // A char is 8 bits. return 0; }</pre>	<ul style="list-style-type: none"> <input type="checkbox"/> Compilation error due to invalid typecast <input type="checkbox"/> Runtime typecasting error <input type="checkbox"/> A segmentation fault <input type="checkbox"/> The program prints the empty string <input type="checkbox"/> The program prints CS61C <input type="checkbox"/> The program prints CS61C rocks!
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<p>Q5) [10 Points] Each of the following evaluate to an address in memory. In other words, they "point" somewhere. Where in memory do they point?</p>	<p>Q6) [10 Points] The program below runs through the array of strings, doing something to each of the characters and putting the results in the dest array.</p> <p>What are the first 8 characters the program prints? (Note: The program DOES compile and run without error.)</p> <p style="text-align: center;">_ _ _ _ _ _ _ _</p>																														
<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 15%;"></th> <th style="width: 15%;">Code</th> <th style="width: 15%;">Static</th> <th style="width: 15%;">Stack</th> <th style="width: 15%;">Heap</th> </tr> </thead> <tbody> <tr> <td>arr</td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> </tr> <tr> <td>arr[0]</td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> </tr> <tr> <td>dest</td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> </tr> <tr> <td>dest[0]</td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> </tr> <tr> <td>&arrPtr</td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> <td><input type="radio"/></td> </tr> </tbody> </table>		Code	Static	Stack	Heap	arr	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	arr[0]	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	dest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	dest[0]	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	&arrPtr	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
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// The ASCII values for 'A', 'B', etc. are 65, 66, ... ~~*****~~ **Important**
 // The ASCII values for 'a', 'b', etc. are 97, 98, ... ~~*****~~ **Important**

```
char *arr[] = {"Go", "Bears"};

int main() {
    char **arrPtr = arr;
    char *dest[2];
    int j;

    for (int i = 0; i < 2; i++) {
        char *currString = *arrPtr;
        dest[i] = (char *) malloc(strlen(currString) + 1);
        for (j = 0; j < strlen(currString); j++) {
            dest[i][j] = currString[j] & ~(1 << 5); // Hint: Focus on this line!
        }
        dest[i][j] = '\0';
        arrPtr++;
    }
    printf("%s %s", dest[0], dest[1]);
}
```