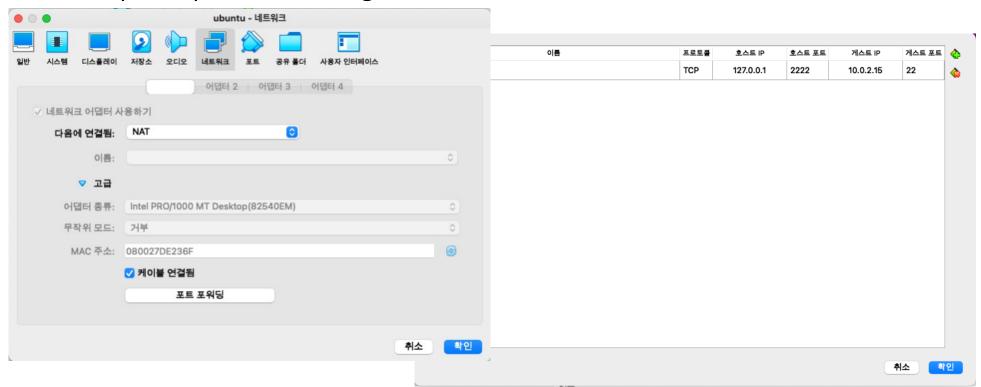
#### Lab1: Datalab

CSE4009: System Programming

## 1. Make sure your environment

- Ubuntu 20.04 running on Virtual Box or equivalent (x86)
  - Required port forwarding



- Shared Linux Server for this class (4-core, 16GiB RAM)
  - ssh -p {class code} {your account}@166.104.115.72

# 2. Transfer your files using scp

■ Using virtual machine instance on your own computer \$ scp -P 2222 datalab-handout.tar {your\_account}@localhost:~/

Using the shared Linux server

\$ scp -P {class code} datalab-handout.tar {your\_account}@166.104.115.72:~/

## 3. Place files on your project directory

Extract the file on ~/Projects/labs

\$ tar xvf datalab-handout.tar

#### 4. Build

Get a binary executable using make
 \$ sudo apt-get install -y gcc-multilib g++-multilib
 \$ make

## 5. Let's complete bits.c

You have 13 incomplete functions in bits.c \$ vim bits.c

```
137 //1
138 /*
139 * bitXor - x^y using only ~ and &
140 * Example: bitXor(4, 5) = 1
141 * Legal ops: ~ &
142 * Max ops: 14
143 * Rating: 1
144 */
145 int bitXor(int x, int y) {
146  return 2;
147 }
```

\$ ./btest -f bitXor (@see the pdf file)

```
[student20789@CSE4009-12843:~/Projects/2022_cse4009_201220789/datalab-handout$ ./btest -f bitXor Score Rating Errors Function ERROR: Test bitXor(-2147483648[0x80000000],-2147483648[0x80000000]) failed... ...Gives 2[0x2]. Should be 0[0x0] Total points: 0/1 student20789@CSE4009-12843:~/Projects/2022_cse4009_201220789/datalab-handout$
```

\$ ./driver.pl for self-test

#### 6. Submission Guidelines

- The source code must be committed at the end of each step
- The source code must be pushed before submission
- An image that captures the self-test results must be uploaded to the LMS

Correctness Results			Perf Results		
<b>Points</b>	Rating	<b>Errors</b>	Points	0ps	Puzzle
1	1	0	2	8	bitXor
1	1	0	2	1	tmin
1	1	0	2	7	isTmax
0	2	1	0	0	allOddBits
0	2	1	0	0	negate
0	3	1	0	0	isAsciiDigit
0	3	1	0	0	conditional
0	3	1	0	0	isLessOrEqual
0	4	1	0	0	logicalNeg
0	4	1	0	0	howManyBits
0	4	1	0	0	floatScale2
0	4	1	0	0	floatFloat2Int
0	4	1	0	0	floatPower2