GROUP 6

ERRORS IN THE CODES

NO.1

|  |  |  |
| --- | --- | --- |
|  | **SIGNED** | **UNSIGNED** |
| **INT** | **Overflow;** Negative Value is the output because the computer is unable to store such a large number thus it wraps back around.  **Underflow;** It loops back around to the highest value because the PC cannot store such a value with such a data type so consider using a different data type | **Overflow;** It loops back to the minimum value which is zero because with the data type used the computer cannot store such a value not in the range of ’int’  **Underflow;** It wraps back around to the maximum value which is 4,294,967,295 because the value stored is lower than 0 (Negative value) |
| **CHAR** | **Overflow;** It wraps back around to the minimum value which is negative 127.  **Underflow;** It loops back around to the maximum value because such a number is not in the range thus the output being 127. | **Overflow;** It loops back to the minimum value which is zero because with the data type used the computer cannot store such a value not in the range of ’char’  **Underflow;** It wraps back around to the maximum value which is 255 because the value stored is lower than 0 (Negative value) |
| **SHORT** | **Overflow;** It wraps back around to the minimum value which is negative 32,768 because computer is unable to be stored.  **Underflow;** It loops back around to the maximum value because such a number is not in the range thus the output being 32,768. | **Overflow;** It loops back to the minimum value which is zero because with the data type used the computer cannot store such a value not in the range of ’short’  **Underflow;** It wraps back around to the maximum value which is 65,535 because the value stored is lower than 0 (Negative value) |

NO.2

Output; 5 10

2 4 6 8 10

* Because the array is supposed to output the first two values of the 1st array thus outputting 5 and 10.
* For the second array it output 2 4 6 8 10 because the code is programmed to output the five values of the 2nd array.