Computer Science- 31/01/2020 - Total time: 2h

SURNAME:	NAME	
STUDENT ID:		
PROFESSOR:		
Question 1		
	s, \mathbf{n}_1 and \mathbf{n}_2 , expressed in base 16, two's complement (2C) using 8	Binary result:
	addition (always in 2C) and verify	n₁ in 2C: n₂ in 2C:
an eventual overflo	ow.	Addition:
n ₁= 73h		Overflow:
n ₁= 7511 n ₂= 7Fh		- Cvernow.
Please, show the m	ost significant steps to determine the r	esult
Question 2		
		+c')'*a]+b, demonstrate their equivalence.
Note: '= NOT; +		22.11
Please, snow the me	ost significant steps to determine the re	esuit
Question 3		
Describe the main	features of the system bus in a cor	nputer based system.

Question 4 (PROGRAMMING)

General *von Weyrother* wants to convince General *Kutuzov* of the usefulness of a strategic plan that precisely manages the movements of the troops. To this aim, he needs a program that, given the map of the initial deployment and the movements of the troops, generates the final positions.

Write a **C** program that manages this process. The program must receive from the command line the next elements in order: (1) the name of the file with the initial map, (2) the name of the file holding the movements, and (3) the name of the file to write the final map on.

The program must write to the file, specified in (3), the final map generated by the movements of the troops. The initial and final maps represent the battlefield as a NxN square (N is a predefined symbolic constant defined by a #define).

Each element of the matrix represents the status of the corresponding area: the empty spaces correspond to the '0' symbol, while the position of each troop is represented by an alphabetical symbol that uniquely distinguishes it. A troop occupies a sequence of cells either in a row or in a column (see the example). The troop movement file has the following format: each line represents a movement:

<troop> is a character associated with a troop, <direction> is a character pointing the
movement direction: \N' (up), \S' (down), \E' (right), \M' (left). Finally, <movement> is an
integer representing the number of boxes whose troops are to be moved.

One space separates all values. The number of lines in the file is **NOT** known a priori.

If a part or all of a troop leaves the battlefield, the leaked part cannot return. If a troop leaves the battlefield completely, print it on the screen.

Assume that the contents of the files are always correct and that collisions between troops cannot occur.

Example of the input files: (N=8)

map1.txt	movement1.txt	movement2.txt
0000000	a E 2	b E 1
000 aaa 00	a S 1	c W 2
00 b 00000	b N 2	
00 b 00000	c S 3	
00 b 00000		
00 b 00000		
00000 cc 0		
0000000		

Examples of program execution: Examples of generated files:

c:\>move.exe map1.txt	map2.txt
<u>-</u>	_
movement1.txt map2.txt	00 b 00000
	00 b 00000
Troop c has left the battlefield.	00 b 00 aaa
	00 b 00000
	0000000
	0000000
	0000000
	0000000
c:\>move.exe map1.txt	map3.txt
movement2.txt map3.txt	0000000
	000 aaa 00
	000 b 0000
	000 cc 000
	0000000

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TROT LOCOT.			
Question 1			
represent them in bits, compute the a an eventual overflon n ₁ = 19 n ₂ = D9	s, n ₁ and n ₂ , expressed in base 16, two's complement (CA ₂) with 8 addition (always in CA ₂) and verify ow.	Binary Result: n ₁ in CA ₂ : n ₂ in CA ₂ : Addition: Overflow:	
Question 2			
	n functions X=(b+c')*a', Y=[a*	(b+c')/l+b' demonstrate the	eir equivalence
	ost significant steps to determine the re	esult	
Question 3			
Describe the main	logical blocks composing the CPU	prietly.	

QUESTION 4 (PROGRAMMING)

General *von Weyrother* wants to convince General *Kutuzov* of the usefulness of a strategic plan that precisely manages the movements of the troops. To this aim, he needs a program that, given the map of the initial deployment and the movements of the troops, generates the final positions.

Write a program in **C** language that can manage this process. The program must receive from the command line the next elements in order: (1) the name of the file with the initial map, (2) the name of the file holding the movements, and (3) the name of the file to write the new map on.

The program must write to the file, specified in (3), the new map generated by the movements of the troops. The initial and final maps represent the battlefield as a square NxN (with **constant** N known a priori and defined by a **#define**).

Each element of the matrix represents the status of the corresponding area: the empty spaces correspond to the '0' symbol, while the position of each troop is represented by an alphabetical symbol that uniquely distinguishes it. A troop occupies a sequence of squares either in a row or in a column (see the example). The troop movement file has the following format: each line represents a movement like:

<troop> is the character associated with a troop. <movement> is an integer number
representing the number of boxes whose troops are to be moved, and <direction> is a character
pointing the movement direction: 'u' (up), 'd' (down), 'r' (right), 'l' (left). All values are
separated by one space. The number of lines in the file is NOT known a priori.

If a part or all of a troop leaves the battlefield, the leaked part cannot return. Assume that the contents of the files are correct and that collisions between troops cannot occur.

If a troop leaves the battlefield completely, print it on the screen.

Example of input files: (N=8)

map1.txt	movement1.txt	movement2.txt
0000000	a 2 r	b 1 r
000 aaa 00	a 1 d	c 2 l
00 b 00000	b 2 u	
00 b 00000	c 3 d	
00 b 00000		
00 b 00000		
00000 cc 0		
0000000		

Example of program execution: Example of generated files:

c:\>move.exe map1.txt	map2.txt
movement1.txt map2.txt	00 b 00000
	00 b 00000
Troop c has left the battlefield.	00 b 00 aaa
	00 b 00000
	0000000
	0000000
	0000000
	0000000
c:\>move.exe map1.txt	map3.txt
movement2.txt map3.txt	0000000
	000 aaa 00
	000 b 0000
	000 cc 000
	0000000