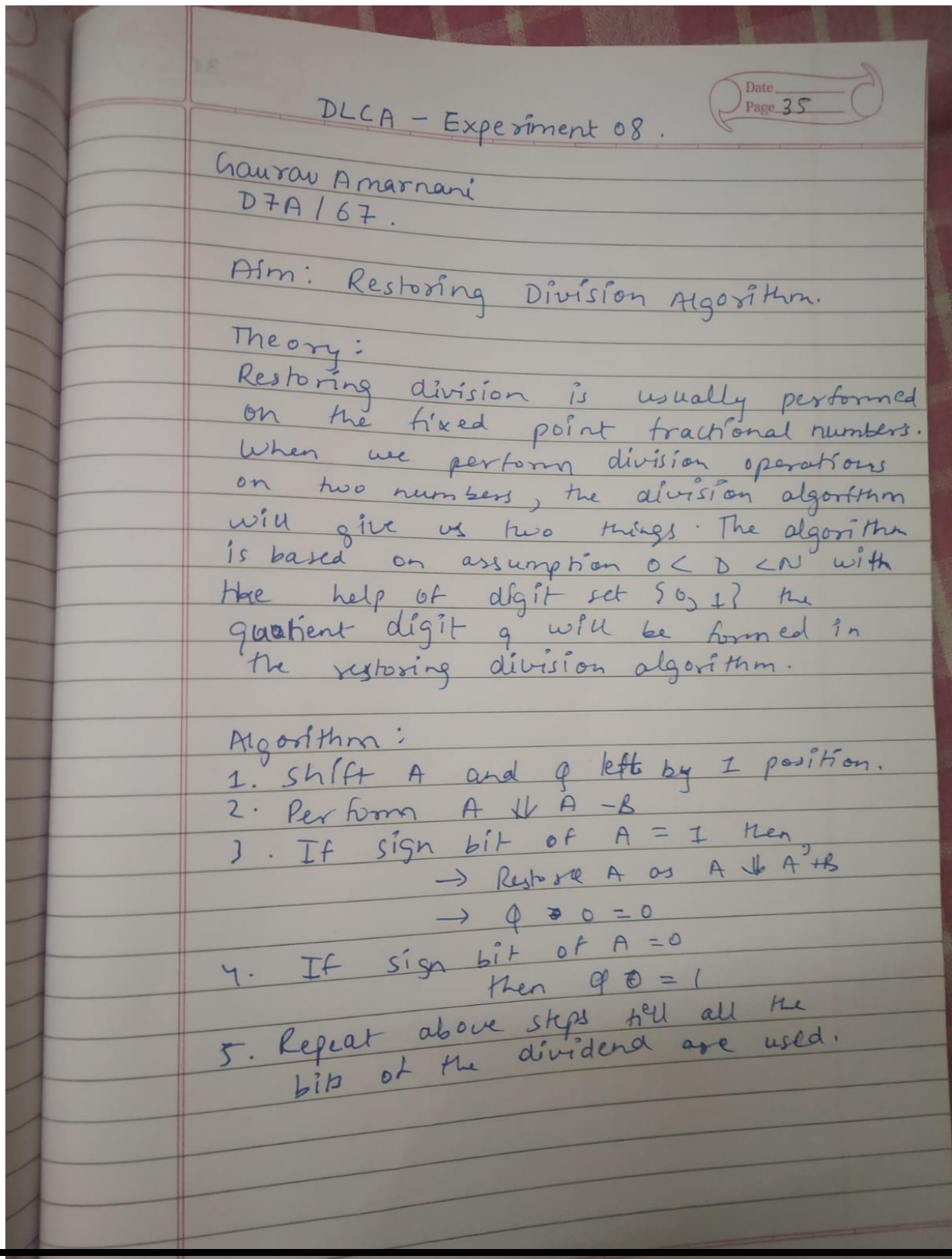




COMPUTER ENGINEERING

DLCA ODD SEM 2021-22/EXPERIMENT 8

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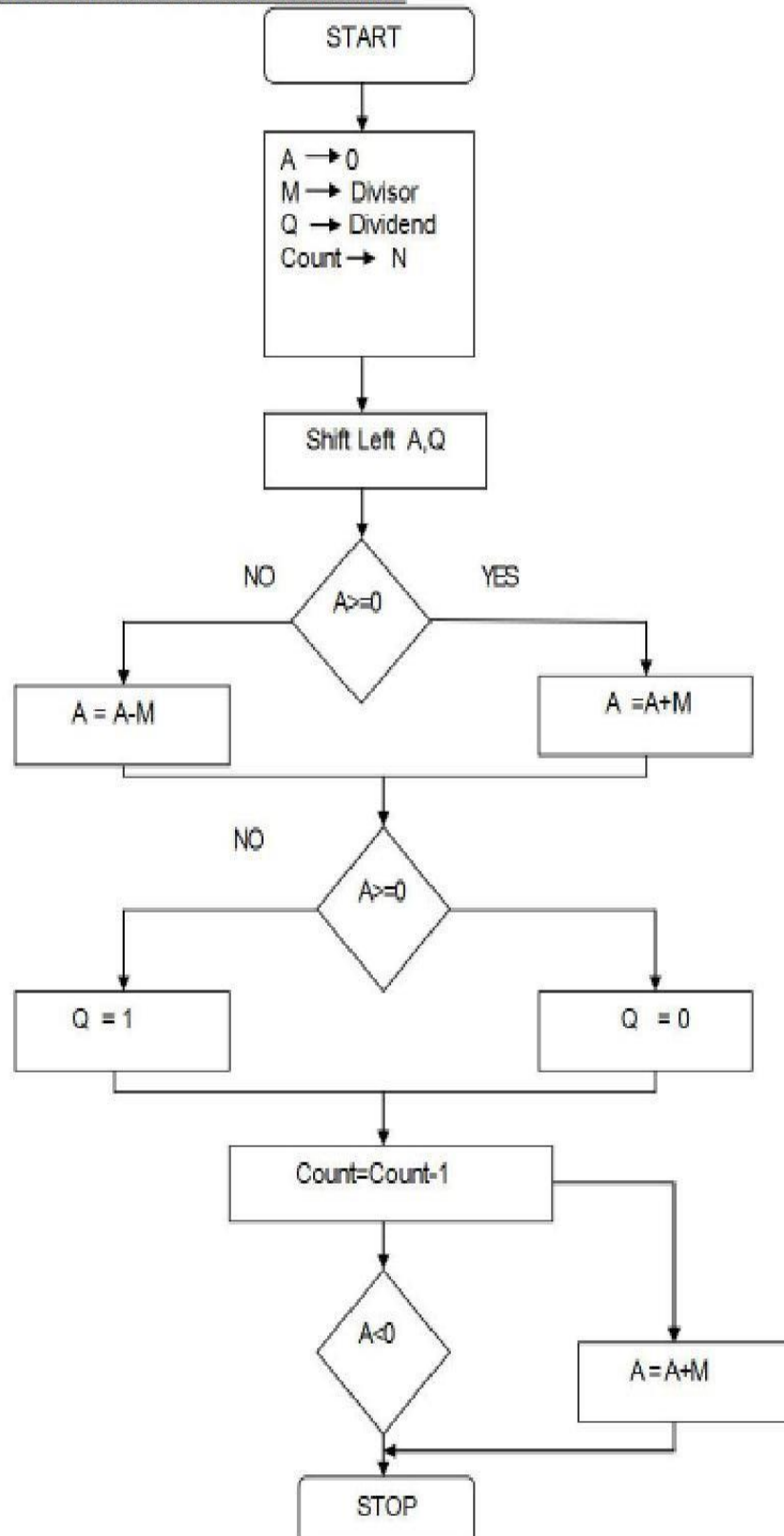


AIM: To write a C program for implementation of Restoring Division.

SOFTWARE: Turbo C IDE.

FLOWCHART

FLOWCHART OF NON RESTORING DIVISION



PROGRAM:

```
#include<stdio.h>
#include<math.h>
#include<conio.h>

int getsize(int x) {
int c; if(x<=1)
c = 2;
else if(x < 4) c = 2;
else if(x< 8)
c = 3;
else if(x< 16)
c = 4;
else if(x< 32)
c = 5;
else if(x< 64)
c = 6;
else if(x< 128)
c = 7;
else if(x< 256)
c = 8;
else if(x< 512)
c = 9;
return c;
}

int max(int x,int y) {
if(x< y) return(y);
else return(x);
}

void main() {
int B,Q,Z,M,c,c1,e,f,g,h,i,j,x,y,ch,in,S,G,P;
int a[24],b[12],b1[12],q[12],carry=0,count=0,option;
long num;
clrscr();
do {
printf("\n\n");
printf("\t\tPROGRAM FOR RESTORING DIVISION\t\t\n");
printf("\n\n");
printf("\n\nENTER DIVIDEND\t: ");
scanf("%d",&Q);
y = getsize(Q);
printf("ENTER DIVISOR\t: ");
scanf("%d",&M);
x = getsize(M);
Z = max(x,y);
printf("\n\tTOTAL BITS CONSIDERED FOR RESULT => %d",2*Z+1);
printf("\n\tINITIALLY A IS RESET TO ZERO:");
for(i=0;i<=Z;i++)
printf("%d ",a[i]=0);
for(i=Z;i>=0;i--) {
b1[i] = b[i] = M%2; M = M/2;
b1[i] = 1-b1[i];
}
carry = 1;
for(i=Z;i>=0;i--) {
c1 = b1[i]^carry;
```

```

carry = b1[i]&&carry;
b1[i]=c1;
}
for(i=2*Z;i>Z;i--) {
a[i] = Q%2; Q = Q/2;
}
printf("\n\n\tDivisor\t\t(M)\t\t: ");
for(i=0;i<=Z;i++)
printf("%d ",b[i]);
printf("\n\t2'C Divisor\t(M)\t\t: ");
for(i=0;i<=Z;i++)
printf("%d ",b1[i]);
printf("\n\tDividend\t(Q)\t\t: ");
for(i=Z+1;i<=2*Z;i++)
printf("%d ",a[i]);
printf("\n\n\tBITS CONSIDERED:[ A ][ M ]");
printf("\n\t\t\t");
for(i=0;i<=Z;i++)
printf("%d ",a[i]);
printf(" ");
for(i=Z+1;i<=2*Z;i++)
printf("%d ",a[i]);
count = Z;
do{
for(i=0;i< 2*Z;i++)
a[i] = a[i+1];
printf("\n\nLeft Shift\t\t");
for(i=0;i<=Z;i++)
printf("%d ",a[i]);
printf(" ");
for(i=Z+1;i< 2*Z;i++)
printf("%d ",a[i]);
carry=0;
for(i=Z;i>=0;i--) {
S=a[i]^(b1[i]^carry);
G=a[i]&&b1[i];
P=a[i]^b1[i];
carry=G||(P&&carry);
a[i]=S;
}
printf("\nA< -A-M \t\t");
for(i=0;i<=Z;i++) printf("%d ",a[i]);
printf(" ");
for(i=Z+1;i< 2*Z;i++)
printf("%d ",a[i]);
ch=a[0];
printf("\nBIT Q:%d",ch);
switch (ch) {
case 0:
a[2*Z]=1;
printf(" Q0< -1\t\t");
for(i=0;i<=Z;i++)
printf("%d ",a[i]);
printf(" ");
for(i=Z+1;i<=2*Z;i++)
printf("%d ",a[i]);
break;
case 1:
a[2*Z]=0;
printf(" Q0< -0\t\t");

```

```

for(i=0;i<=Z;i++)
printf("%d ",a[i]);
printf(" ");
for(i=Z+1;i<=2*Z;i++)
printf("%d ",a[i]);
carry=0;
for(i=Z;i>=0;i--) {
S=a[i]^(b[i]^carry);
G=a[i]&&b[i];
P=a[i]^b[i];
carry=G||(P&&carry);
a[i]=S ;
}
printf("\nA< -A+M");
printf("\t\t");
for(i=0;i<=Z;i++)
printf("%d ",a[i]);
printf(" ");
for(i=Z+1;i<=2*Z;i++)
printf("%d ",a[i]);
break;
}
count--;
} while(count!=0);
num=0;
printf("\n\t\t< QUOTIENT IN BITS >>:");
for(i=Z+1;i<=2*Z;i++) {
printf("%d ",a[i]);
num=num+pow(2,2*Z-i)*a[i];
}
printf("\n\t\t QUOTIENT IN DECIMAL:%d",num);
num=0;
printf("\n\t\t< REMAINDER IN BITS>>:");
for(i=0;i<=Z;i++) {
printf("%d ",a[i]);
num=num+pow(2,Z-i)*a[i];
}
printf("\n\t\tREMAINDER IN DECIMAL:%d",num);
printf("\n\tDO YOU WANT TO CONTINUE PRESS 0-ESC 1-CONT.:");
scanf("%d",&option);
} while(option!=0);
}

```

Output:

```
Left Shift      0 0 0 0 1 1 0 0
A< -A-M        1 1 1 0 1 1 0 0
BIT Q:1 Q0< -0  1 1 1 0 1 1 0 0
A< -A+M        0 0 0 0 1 1 0 0 0

Left Shift      0 0 0 1 1 0 0 0
A< -A-M        1 1 1 1 1 0 0 0
BIT Q:1 Q0< -0  1 1 1 1 1 0 0 0
A< -A+M        0 0 0 1 1 0 0 0 0

Left Shift      0 0 1 1 0 0 0 0
A< -A-M        0 0 0 1 0 0 0 0
BIT Q:0 Q0< -1  0 0 0 1 0 0 0 1

Left Shift      0 0 1 0 0 0 0 1
A< -A-M        0 0 0 0 0 0 0 1
BIT Q:0 Q0< -1  0 0 0 0 0 0 1 1
```

```
< < QUOTIENT IN BITS >>:0 0 1 1
  QUOTIENT IN DECIMAL:3
< < REMAINDER IN BITS>>:0 0 0 0 0
```

```
REMAINDER IN DECIMAL:0
DO YOU WANT TO CONTINUE PRESS 0-ESC 1-CONT.:
```

Conclusion: We learnt the Restoring division algorithm for an integer. We also learnt a simple approach to solve this problem with the help of a flow chart and applying bit operations.