# File Calc - File Specifications

Cyber Solutions Development - Tactical October 17, 2021

## 1 EQU File Header

This is the overall header format that you will be presented with. Be sure to note the magic number. This will tell you if a file is valid. If there is any deviation from this format, the program should report an error. Solved and Unsolved files will have the same overall header. They will be differentiated by the "Flags" field.

Name	Magic Number	FileID	Number of Equations	Flags	Equation Offset	Number of Opt Headers
Length (Bytes)	4	8	8	1	4	2
Purpose	Magic	Unique File ID	Number of Equations in File	Unsolved=0x00 Solved=0x01	Offset to Equations	RESERVED

## 1.1 Unsolved Equation Format

Unsolved Equation files will be prefixed with the Equation Header, with Flags set to 0. The format for Unsolved Equations is described below:

Name	Equation ID	Flags	Equation	Padding
Length (Bytes)	4	1	17	10
Purpose	Unique ID for Equation	RESERVED	Serialized Equation	Pad to 32 Bytes

#### 1.1.1 Serialized Equation Format

This describes the 17 byte "Equation" field of the Unsolved Equation Format specified above.

Name	Operand	Operator	Operand
Length (Bytes)	8	1	8
Purpose	64 Bit Integer	Operator Code	64 Bit Integer

NOTE: The Operator Code will determine if Operands are int64\_t or uint64\_t

### 1.2 Solved Equation Format

Solved Equation files will be prefixed with the Equation Header, with Flags set to 1. The format for Solved Equations is described below:

Name	Equation ID	$\mathbf{Flags}$	$\mathbf{Type}$	Solution
Length	1	1	1	0
(Bytes)	4	1	1	0
Dumpaga	Unique Equation ID	Indicates	Solution	64 Bit
Purpose	Offique Equation ID	Solved	Type	Integer

NOTE: The Solved file with have the same Header contents as the Unsolved file, with 'FLAG' set accordingly

NOTE: Equation ID will be the same as the Unsolved Equation ID

NOTE: If an error occurred in processing Equation, Solved will be set to 0

NOTE: The Type will correspond to a type (int64\_t, uint64\_t, etc)

# 2 Operator and Status Definitions

Operation	Code	Data Type	
Addition	0x01	$\mathrm{int}64_{-}\mathrm{t}$	
Subtraction	0x02	$int64_t$	
Multiplication	0x03	$\mathrm{int}64_{-}\mathrm{t}$	
Division	0x04	$int64_t$	
Modulo	0x05	$\mathrm{int}64_{-}\mathrm{t}$	
Shift Left	0x06	$uint64_t$	
Shift Right	0x07	$uint64_t$	
AND	0x08	$\mathrm{uint}64_{-}\mathrm{t}$	
OR	0x09	$\mathrm{uint}64\_\mathrm{t}$	
XOR	0x0a	$\mathrm{uint}64\_\mathrm{t}$	
Rotate Left	0x0b	$\mathrm{uint}64_{-}\mathrm{t}$	
Rotate Right	0x0c	$uint64_t$	
Other Codes are not supported,			
and an Error should be indicated			

Code	Data Type		
0x01	$\mathrm{int}64_{-}\mathrm{t}$		
0x02	$\frac{1}{2}$ uint $64_t$		
Other Data Types are currently			
not supported, and an Error			
should be indicated			