* 4 Module Areas
* M1
  + C Programming
  + Bits, Integers, and Floats
* M2
  + Assembly Programming
* M3
  + Datapath + Pipelining
* M4
  + Memory Hierarchy
* \*\*malloc : dynamically allocates memory for program elements

Questions:

1/26/2015

8 bits = 1 byte. Used because bit 8 are needed to store the ascii values

up to 255 decimal number in a byte.

AND, OR, NOT, XOR

AND = &

OR = |

NOT = ~

XOR = ^

Can apply to long, int, float, short, char or unsigned

LOGICAL OPERATORS: Will evaluate any result that is not 0 to be true

int b = 3;

int \*p = b;

int x = p && \*p;

(result: x = 0x01)

* int I;
* i = 5;
* pointer arithmetic:
* change location of point (+/-), works well with array.
* +1 changes by size of object.
* int i;
* int \*i\_ptr;
* i\_ptr = &i; //gives pointer to variable i.
* \*i\_ptr = 1; // dereferences and changes i to 1
* print (i); // prints new value of I, (1)
* i\_ptr = 1; //changes pointer to address 1
* \*i\_ptr = 2; // will change value at address 1 to value of 2.
* printf(“string %d \n”, a); //replace %d with a
* Book: Practical C Programming
* header files: system header files use <>
* personal header files us “”
* #include <>
* #define UT 5 //define