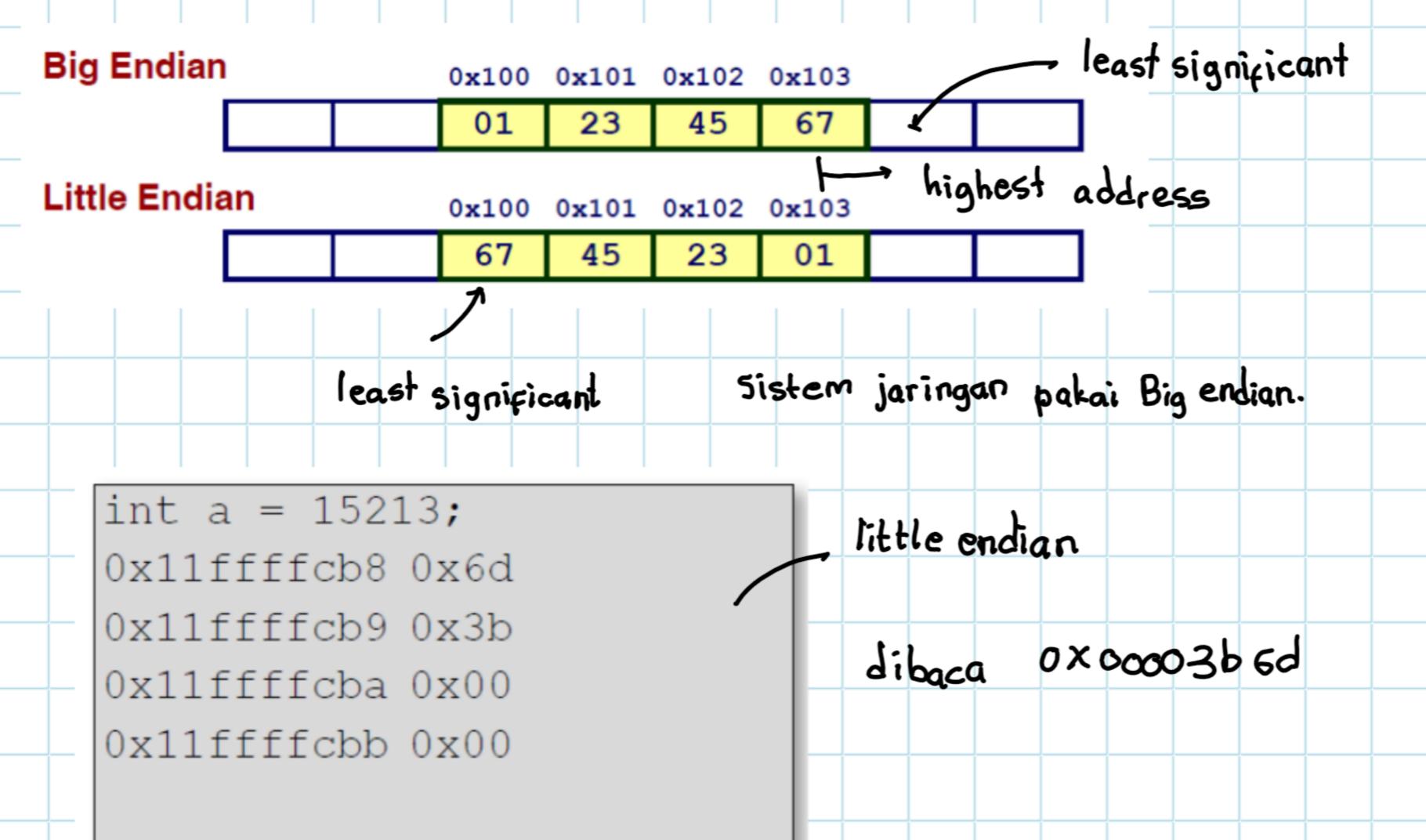
Organisasi dan Ansilektur Komputer

dihitung berdasarkan

Encoding Byte Values

- Byte = 8 bit
- ▶ 00000000₂ hingga IIIIII₂
- ▶ Desimal 0 255
- ► Hexadesimal 00 FF
 - Oxdeadbeef
 - 0xc0ffeeee

C Data Type	Typical 32-bit	Intel IA32	x86-64
char	1	1	1
short	2	2	2
int	4	4	4
long	4	4	8
long long	8	8	8
float	4	4	4
double	8	8	8
long double	8	10/12	10/16
pointer	4	4	8



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Interpretasi bilangan integer

Mencari nilai minus dengan Two complement

- diko mplemen
- ditambah 1 di byte terakhir

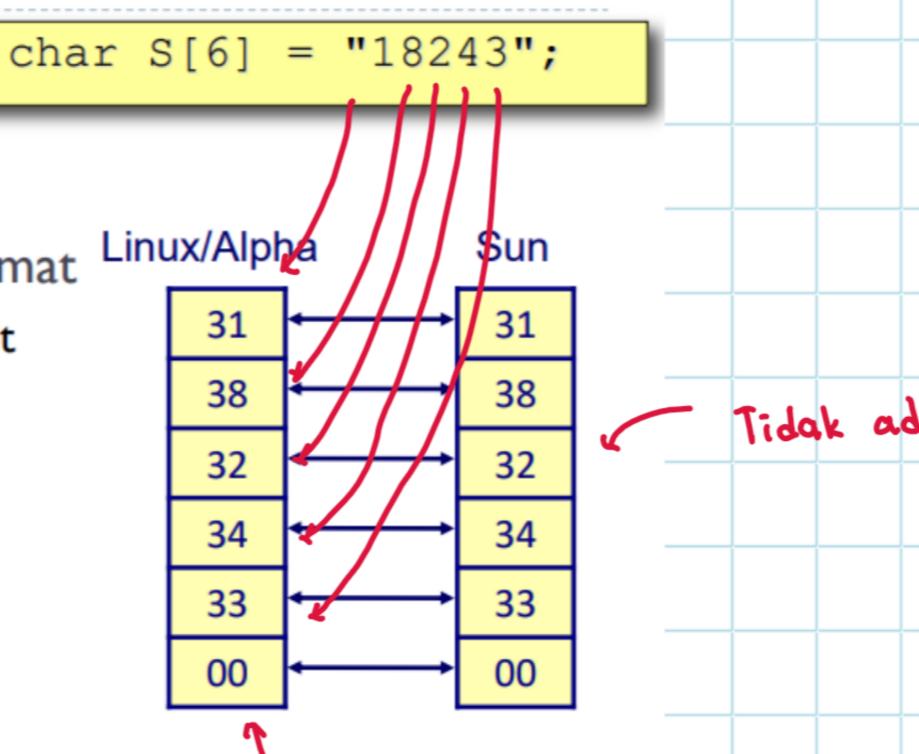
Representing Strings

Strings in C

- Represented by array of characters
- Each character encoded in ASCII format Linux/Alpha
 - Standard 7-bit encoding of character set
 - Character "0" has code 0x30
- □ Digit *i* has code $0 \times 30 + i$

String should be null-terminated

- Final character = 0
- Compatibility
 - Byte ordering not an issue



Tidak ada little / big endian

ditutup dengan null

Operate on Bit Vectors

Operations applied bitwise

01101001 <u>& 01010101 (j) 01010101 (^) 01010101</u>

01101001

(~) 01010101

01000001 or 01111101 %or 00111100

neg 1010101

tergantung signed at au unsigned (khusus right shift)

logical operation

o jadi false, selain o jadi true

Shift Operations

- Left Shift: x << y</p>
 - Shift bit-vector x left y positions ☐ Throw away extra bits on left
 - Fill with 0's on right
- Right Shift: x >> y
 - Shift bit-vector x right y positions
 - Throw away extra bits on right
 - Logical shift
 - Fill with 0's on left
 - Arithmetic shift
 - Replicate most significant bit on left
- Undefined Behavior
- Shift amount < 0 or ≥ word size

Argument x	01100010	
<< 3	00010 <i>000</i>	
Log. >> 2	00011000	
Arith. >> 2	00011000	

Argument x	10100010	
<< 3	00010 <i>000</i>	
Log. >> 2	<i>00</i> 101000	
Arith. >> 2	<i>11</i> 101000	