Students:
Section 2.16 is a part of 1 assignment: **CSC108 CH02.11-2.24 P2B**

This assignment's due date has passed. Activity will still be recorded, but will not count towards this assignment (unless the due date is changed). See this article for more info.

Includes: PA
Due: 02/06/2025, 11:59 PM EST

2.16 Integer overflow

An integer variable cannot store a number larger than the maximum supported by the variable's data type. An ***overflow*** occurs when the value being assigned to a variable is greater than the maximum value the variable can store.

A common error is to try to store a value greater than about 2 billion into an int variable. For example, the decimal number 4,294,967,297 requires 33 bits in binary, namely 100000000000000000000000000000001 (we chose the decimal number for easy binary viewing). Trying to assign that number into an int results in overflow. The 33rd bit is lost and only the lower 32 bits are stored, namely 00000000000000000000000000000001, which is decimal number 1.

PARTICIPATION ACTIVITY 2.16.1: Overflow error.

Start 2x speed

```
...
int hrsUploadedTotal;

hrsUploadedTotal = 4294967297;
```

00000000000000000000000000000001 hrsUploadedTotal (32 bits)

Overflow occurs

Captions

1. hrsUploadedTotal is a variable of type int.
2. Assigning a value greater than the maximum value the variable can store results in overflow. The leftmost bit is lost, so hrsUploadedTotal actually stores a value of 1.

Feedback?

Declaring the variable of type *long long*, (described in another section) which uses at least 64 bits, would solve the above problem. But even that variable could overflow if assigned a large enough value.

Most compilers detect when a statement assigns to a variable a literal constant so large as to cause overflow. The compiler may not report a syntax error (the syntax is correct), but may output a ***compiler warning*** message that indicates a potential problem. A GNU compiler outputs the message "warning: overflow in implicit constant conversion", and a Microsoft compiler outputs "warning: '=': truncation of constant value". *Generally, good practice is for a programmer to not ignore compiler warnings.*

A common source of overflow involves intermediate calculations. Given int variables num1, num2, num3 each with values near 1 billion, (num1 + num2 + num3) / 3 will encounter overflow in the numerator, which will reach about 3 billion (max int is around 2 billion), even though the final result after dividing by 3 would have been only 1 billion. Dividing earlier can sometimes solve the problem, as in (num1 / 3) + (num2 / 3) + (num3 / 3), but programmers should pay careful attention to possible implicit type conversions.

zyDE 2.16.1: long long variables.

Run the program and observe the output is as expected. Replicate the multiplication and printing three more times, and observe incorrect output due to overflow. Change num's type to *long long*, and observe the corrected output.

Load default template... Run

```
#include <iostream>
using namespace std;

int main() {
   int num;

   num = 100;
   num = num * 100;
   cout << "num: " << num << endl;

   num = num * 100;
   cout << "num: " << num << endl;

   num = num * 100;
   cout << "num: " << num << endl;

   return 0;
```

Feedback?

PARTICIPATION ACTIVITY 2.16.2: Overflow.

Assume all variables below are declared as int, which uses 32 bits.

1) Overflow can occur at any point in the program, and not only at a variable's initialization.
   - Yes
   - No

2) Will x = 1234567890 cause overflow?
   - Yes
   - No

3) Will x = 9999999999 cause overflow?
   - Yes
   - No

4) Will x = 4000000000 cause overflow?
   - Yes
   - No

5) Will these assignments cause overflow?
   x = 1000;
   y = 1000;
   z = x * y;
   - Yes
   - No

6) Will these assignments cause overflow?
   x = 1000;
   y = 1000;
   z = x * x;
   z = z * y * y;
   - Yes
   - No

Feedback?

How was this section? Provide section feedback

Activity summary for assignment: CSC108 CH02.11-2.24 P2B
147 / 147 points
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Completion details