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CSCE 312

HW3



#include int main()

{  
 long i = 1;

Char \* blah = &i;

if (blah[0])

{  
 printf(“%d\n”,1);

}

Else { printf(“%d\n”,0); }

Return 1;  
}



#include <stdio.h>

Int main(void)  
{  
 int x = x=0x89ABCDEF;

int y=0x76543210;

printf(“0x%x\n”,(x & 0x000000FF) | (y & 0xFFFFFF00));

return 0;  
}



#include <limits.h>

Int tsub\_ok(int x, int y)

{  
 int sub = x – y;

Int post\_flag = x >= 0 && y < 0 && sub < 0;

Int neg\_flag = x < 0 && y >= 0 && sub >= 0;

Return !pos\_flag && !neg\_flag;  
}

2. (x < y) == (-x > -y) : the answer is FALSE

1 > INT\_MIN != -1 < -INT\_MIN

1. ((x + y) << 4) + y - x == 17\*y + 15\*x : the answer is TRUE

((x+y) << 4) + y – x == ((x+y) \* (0x1000) + y – x

((x+y) << 4) + y – x == ((x + y) \* 16) + y -x

((x+y) << 4) + y – x == 17 \* x + 15 \* x

1. ~x + ~y + 1 == ~(x+y) : The answer is FALSE

X + ~x + 1 == 0

~x + 1 == -x

~(x+y) + 1 == -(x+y)

~(x+y) + 1 == (-x)+(-y)

~(x+y) + 1 == -x -y

~(x+y) + 1 == ~x + 1 + ~y + 1

~(x+y) + 1 != ~x + ~y +1

1. ((unsigned) x – (unsigned) y) == -(unsigned)(y-x) : The answer is TRUE

X – y == -(x-y)

1. ((x >> 2) << 2) <= x : The answer is TRUE

X == ( x >>2) << 2 + positive

X >= (x >> 2) << 2

2.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| (x1,x0)  (x3,x2) | 00 | 01 | 11 | 10 |
| 00 | 1 | 1 | 0 | 0 |
| 01 | 1 | 0 | 0 | 1 |
| 11 | 1 | 0 | 1 | 1 |
| 10 | 1 | 1 | 0 | 1 |

I = x1’x0’

II = x3’x2’x1’

III = x3x2’x1’

IV = x3x0’

V = x3’x2x0’

VI = x3x2x1

F(x3,x2,x1,x0) = x1’x0’ + x3’x2’x1’ + x3x2’x1’ + x3x0’ + x3’x2x0’ + x3x2x1