lab8report.md 2024-01-12

Lab 8 Report

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Purpose

Implement the previous 4 labs with a high level language which is C.

Principles

Lab 1 Counting zeros

With necessary operation signs, the whole process was mimicked:

- 1. AND the data with 1 then NOT it to get if the data is even or not. Get the 2's complement of the data if it is even.
- 2. Bitewisely AND the data with the test bit to count the number of 0's.
- 3. Add the last digit of my student ID which is 9 to form the final result.

Lab 2 PingPong Sequence

Inside one procedure of the loop,

- 1. Update the value of the f(x) with the current information.
- 2. Judge if the result is the multiple of 8 by continually subtracting 8 from the result to get the remainder. Increment the flip if the remainder is 0.
- 3. Judge if the last digit of the result is 8 by subtracting an 8 then the higher digits from the result to get the difference of the unit digit and 8. Increment the flip if the difference is 0.
- 4. Adjust according to the flip argument the direction argument which controls the sign before the constant number in the function.

Repeat n times of this procedure the get the final result.

Lab 3 String Compare

Lexicographically compare the 2 strings by getting the difference of every 2 corresponding characters until there appears a non-zero result or at least one string is at the end.

Lab 4 Baguenaudieur

According to the speculated recursion function:

```
1. R(i) = R(i - 2) + \text{remove the } i - \text{th} + P(i - 2) + R(i - 1), i > = 2;
```

2.
$$P(i) = P(i - 1) + R(i - 2) + put up the i-th + P(i - 2), i >= 2;$$

With recursion the process is mimicked easily.

Procedure

lab8report.md 2024-01-12

Thanks to the high compatibility of C++ language to the C language, there were few adjustments even if I copied the all the code written in C into the frame program that was written in C++.

Result

example

Note that the last digit of my student ID number is 9. Using the file "test.txt", set the value of LENGTH as 1,

```
5
9
DsTAs DsTA
3
```

The output at the console is: