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# John Källén

 Member for 16 years, 1 month  Last seen this week

  [github.com/uxmal/reko](https://github.com/uxmal/reko)  Sweden

Profile

Activity

## Stats

7,923

reputation

1.1m

reached

120

answers

67

questions

## About

C#, C++, C programmer. Interested in parsers, compilers, decompilers.

I'm the principal maintainer of [Reko decompiler](#).

## Badges

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**35**

silver badges



This user doesn't have any gold badges yet.

• Inquisitive

Aug 4, 2018

• Civic Duty

Aug 7, 2014

• Census

May 8, 2023



**67**

bronze badges

• c#

Sep 19, 2014

• Proofreader

Jun 4, 2014

• Tag Editor

Oct 15, 2011

## Top tags

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c#



126 score 62 posts 33 posts %

c++

115 score 16 posts 9 posts %

c

87 score 21 posts 11 posts %

visual-studio

74 score 9 posts 5 posts %

arrays

46 score 6 posts 3 posts %

.net

40 score 23 posts 12 posts %

# Top posts

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All

Questions

Answers

Articles

Score

Newest

A

79

[Divide by 10 using bit shifts?](#)

Apr 5, 2011

A

71

[How to disable visual "dots" in Visual Studio Editor](#)

Apr 30, 2010

A

33

[Arrays vs Vectors: Introductory Similarities and Differences](#)

Feb 26, 2013

Q

31

[Is there a TextWriter interface to the System.Diagnostics.Debug class?](#)

May 6, 2010

A

25

[Could I ever want to access the address zero?](#)

May 3, 2010

A

21

[How can I do mod without a mod operator?](#)

May 3, 2010

Q

21

[What is the difference between the ADC and ADCX instructions on ia32/ia64?](#)

Apr 20, 2015

A

20

[Invoking a URL - c#](#)

Apr 30, 2010

Q

14

[What is on the 68000 stack when classic MacOS enters a program?](#)

Apr 30, 2010



13

Maximum default POST request size of IIS 7 - how to increase 64kB/65kB limit?

Feb 26, 2013

## Top network posts

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29

What is the protocol for x87 floating point emulation in MS-DOS?



19

What is the protocol for x87 floating point emulation in MS-DOS?



17

What did memory dumps look like on 36-bit machines like PDP-10s?



13

Does the in-code argument passing conventions used on PDP-11's have a name?



10

What are some tracing disassemblers for the Z80

## Communities

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7.9k

[Reverse Engineering](#)

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[Retrocomputing](#)

565

[Computer Science](#)

245

[Russian Language](#)

131