

1. Integer overflow is when you are trying to store or calculate an integer value that exceeds the max possible value based on the allocated memory.

For example:

```
int a = 2^31 - 1;
```

```
int b = 5;
```

$a+b$ will not give you the integer $2^{31} + 4$ because signed ints cannot store values that large due to their 4-byte size

2. `int my_variable = 100;`

Declares a variable of type `int` called "my_variable" and assigns the value to 100. It only exists in the scope that it was declared in. For example if it was declared in a function it only lives in that function, or if it is inside a single C program it is only valid there.

```
#define MY_VAR 100
```

Creates a variable to be used in the header file such that `MY_VAR` is a variable that can be used in any file that includes that header. This way, `MY_VAR` can be used in multiple C files with the same name and value.

3. The compilation process consists of 4 main stages:

- a. Preprocessing

Cleans up the code in preparation for compiling, including header files, removing comments, and accounting for helper functions.

- b. Compiling

Converts the C code into assembly language so that it's closer to the computer's low-level language.

- c. Assembling

Converts assembly into object code, which is even lower level and essentially bits.

- d. Linking

Combines multiple object code files together to get one comprehensive executable.

4. Answers are bolded

```
unsigned char q = 4;
```

- a. `q = q | 0b1101;`

```
q = 4 = 0b0100
```

```
0b0100 | 0b1101 = 0b1101
```

```
q = 0b1101
```

- b. `q = q << 1;`

Left shifting multiplies by 2

q = 8

q = 0b1000

c. q = q + 128

Unsigned chars can go 0 to 255 so this is fine

q = 132

q = 0b10000100

5. #include <stdio.h>

```
int i;
for (i=200; i<300; i+=3)
{
    printf("%d ", i);
}
```

6. typedef struct {
 char fname[100];
 char lname[100];
 char letter_grade;
 float num_grade;
} Student

7. Student studs[5];
int i;
for (i=0; i<5; i++)
{
 Student s = Student();
 s.num_grade = 0.0;
 studs[i] = s;
}

8. #include <stdio.h>

```
void fill_info(Student *s[])
{
    int num_students = 0;
    while (num_students < 5)
    {
        char temp_f[100];
        char temp_l[100];
        float temp_grade;
        printf("Enter data: firstname lastname percentage \n");
```

```

scanf("%s %s %f", temp_f, temp_l, &temp_grade);
if (temp_grade >= 0 && temp_grade <= 100)
{
    s[num_students]->fname = temp_f;
    s[num_students]->lname = temp_l;
    s[num_students]->num_grade = temp_grade;
    num_students++;
}
else
{
    printf("Grade value not valid, enter data again \n");
}
}
}

```

9. Student change_letter_grade(Student s)

```

{
    if (s.num_grade >= 90)
    {
        s.letter_grade = A;
    }
    else if (s.num_grade >= 80)
    {
        s.letter_grade = B;
    }
    else if (s.num_grade >= 70)
    {
        s.letter_grade = C;
    }
    else if (s.num_grade >= 60)
    {
        s.letter_grade = D;
    }
    else
    {
        s.letter_grade = F;
    }

    return s;
}

```

10. int i;
for (i=0; i<5; i++)

```
{  
    studs[i] = change_letter_grade(studs[i]);  
}
```

```
11. int i;  
    for (i=0; i<5; i++)  
    {  
        printf("%s %s %c \n", studs[i].fname, studs[i].lname, studs[i].letter_grade);  
    }
```