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Textbook Assignment 3

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Edition 3

6.1

Those statements are not contradictory. Since in Section 6.1.1 it says that "**most** binary arithmetic operators are left-associative" that means that some choose to do it a different way. Same with Section 6.1.4 saying that they are "free to evaluate" as they choose. Some languages probably operate differently depending on how the operators are structured for each function. I think that it is entirely up to the programmer of the language to decide how it is done since there is no standard operating procedures.

6.23

```
do
        {
        line = read_line();
        if (!all_blanks(line)) consume_line(line);
        }
while !(all_blanks(line));
```

The other solutions would add extra code and need extra memory to store the extra variables that you would need to create, such as the Booleans and any other variables you would need to store.

6.24

I do not much like the example that is provided. I think a better example would be in C. It would need two methods, one to find the first row of all zeroes and one to find all zeroes). Perl might also prove useful in this exercise.

7.1

For lower level stuff such as C, structural equivalence is an amazing thing. If you have two different structs that are set equal to two things with the exact same register configuration, then you should be able to set them equal to each other.

7.2

Structural equivalence -> all combinations should be equivalent

Strict name equivalence -> A = B

Loose name equivalence -> A = B = C