Introduction to Programming EE2310 Homework 2-2

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Problem

Use two unsigned chars to store an unsigned fixed-point value. Design a program to calculate the multiplication of two above fixed-point values.

My Solution

Use bitwise operation to calculate with chars.

Additional Features

- The main calculation are all done with char type.
- The problem regarding the overflow of char were treated.
- Use if to detect if there is overflow or not.

Program Flow & Structure

LINE	int main()
09~12	<pre>1) Cin into buffers (m,n,p,q) and save to unsigned chars (a1,a2,b1,b2).</pre>
16	2) Calculate a*b (shifted) with chars and save to abS.
	My method: Left shift all the parts 16 bits to
	calculate. Shift back after calculation.
20~24	3) Shift back integer and fractional part of abS
	respectively and save each parts into separate
	chars (intA, intB, fracA, fracB).
27~28	p.s. Overflow parts included (intB & fracA).
	4) Calculate a*b by using intA, intB, fracA, fracB
	and save the final results to abO. Print out the
31~32	results.
	5) Save the original value of a & b into float
	(fa,fb). Use them to calculate a*b directly and
	compare with abO to verify the result of
	step(1) \sim (4). Check if there is overflow or not.

Output Result

```
C:\Qt\Qt5.3.1\Tools\QtCreator\bin\qtcreator_process_stub.exe - \Rightarrow \times \\
2 \\
4 \\
8 \\
16 \\
a*b = 16.251 = 16 + 0*(2^8) + 64*(2^-16) + 64*(2^-8) \\
Check:16.251 \\
There's no overflow.

Press \( \text{RETURN} \right) \to close this window... \\
\text{V}
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