**Subject: PRF192- PFC**

**Workshop 01**

**Objectives:**

1. Reviewing for number systems
2. Exploring memory of a C program

**Recommendations**

Part 1: Students do exercises using notebooks

Part 2: Students develop programs, run them, write down their memory structure to notebooks.

**Part 1: Number systems**

**Exercise 1** **(2 marks): Convert decimal numbers to binary ones**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Decimal** | **4-bit Binary** | **Decimal** | **8-bit Binary** | **Decimal** | **16-bit Binary** |
| 9 | 1001 | 7 | 0000 0111 | 255 | 0000 0000 1111 1111 |
| 7 | 0111 | 34 | 0010 0010 | 192 | 0000 0000 1100 0000 |
| 2 | 0010 | 125 | 0111 1101 | 188 | 0000 0000 1011 1100 |
| 15 | 1111 | 157 | 1001 1101 | 312 | 0000 0001 0011 1000 |
| 12 | 1100 | 162 | 1010 0010 | 517 | 0000 0010 0000 0101 |
| 11 | 1011 | 37 | 0010 0101 | 264 | 0000 0001 0000 1000 |
| 6 | 0110 | 66 | 0100 0010 | 543 | 0000 0010 0001 1111 |
| 5 | 0101 | 77 | 0100 1101 | 819 | 0000 0011 0011 0011 |
| 8 | 1000 | 88 | 0101 1000 | 1027 | 0000 0100 0000 0011 |
| 13 | 1101 | 99 | 0110 0011 | 2055 | 0000 1000 0000 0111 |
| 14 | 1110 | 109 | 0110 1101 | 63 | 0000 0000 0011 1111 |

**Exercise 2(2 marks): Convert decimal numbers to binary and hexadecimal ones**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Decimal** | **Binary** | **Hexa.** | **Decimal** | **16-bit Binary** | **Hexadecimal** |
| 9 | 1001 | 9 | 255 | 0000 0000 1111 1111 | 00FF |
| 127 | 0111 1111 | 7F | 192 | 0000 0000 1100 0000 | 00C0 |
| 125 | 0111 1101 | 7D | 188 | 0000 0000 1011 1100 | 00BC |
| 157 | 1001 1101 | 9D | 312 | 0000 0001 0011 1000 | 0138 |
| 162 | 1010 0010 | A2 | 517 | 0000 0010 0000 0101 | 0205 |
| 37 | 0010 0101 | 25 | 264 | 0000 0001 0000 1000 | 0108 |
| 66 | 0100 0010 | 42 | 543 | 0000 0010 0001 1111 | 021F |
| 77 | 0100 1101 | 4D | 819 | 0000 0011 0011 0011 | 0333 |
| 88 | 0101 1000 | 58 | 1027 | 0000 0100 0000 0011 | 0403 |
| 99 | 0110 0011 | 63 | 2055 | 0000 1000 0000 0111 | 0807 |
| 109 | 0110 1101 | 6D | 63 | 0000 0000 0011 1111 | 003F |

**Exercise 3(2 marks): Compute**

(b: binary, q: octal, h: hexadecimal)

**3245q + 247q = 3514q = 0000 0111 0100 1100b**

**1A7Bh + 26FE7h = 28A62h = 0010 1000 1010 0110 0010b**

**1101101101b - 10110111b = 0000 0010 1011 0110b**

**3654q – 337q = 3315q = 0000 0110 1100 1101b**

**3AB7h – 1FAh = 38BDh = 0011 1000 1011 1101b**

**36Ah – 576q = 1ECh = 0000 0001 1110 1100b**

**64AEh – 1001101b= 62141q**

101101111 b

+ 100111011 b

110110001 b

110001101 b

10111101000 b

1011010 b\* 1011b = 0000 0011 1101 1110b

1101000b + 2AB h + 345 q = 3F8 h = 1770 q

3AFh / 1Ch = 0010 0001 b = 33d

3ACh – 562q = 0010 0011 1010b = 570 d

3FFA h / 327q = 0100 1100b = 76 d

**Part 2: Explore memory structure of programs**

[**https://www.stdio.vn/modern-cpp/memory-segment-jvlmL**](https://www.stdio.vn/modern-cpp/memory-segment-jvlmL)

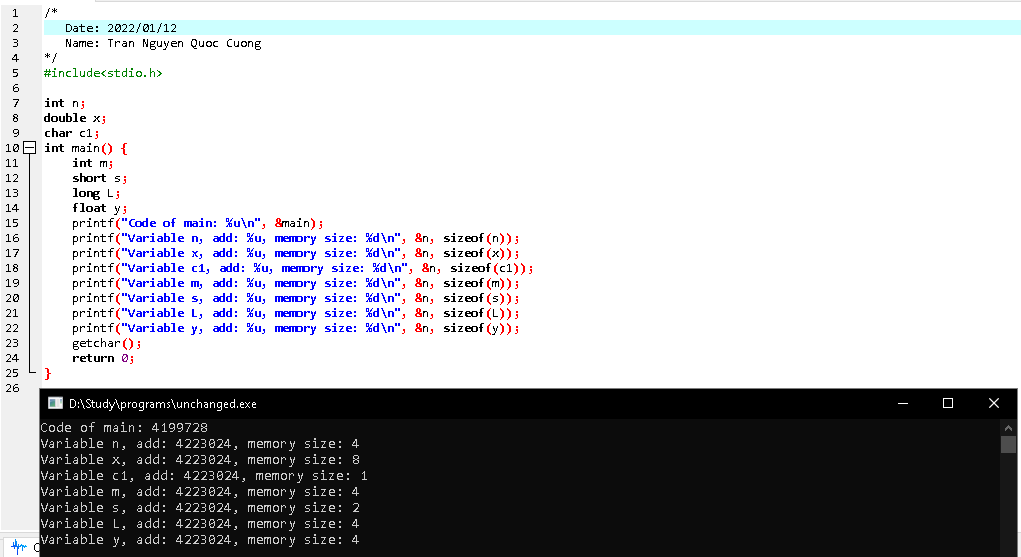
**Sample**

**Complete the code of following program then draw it’s memory structure**

**(2 marks)**

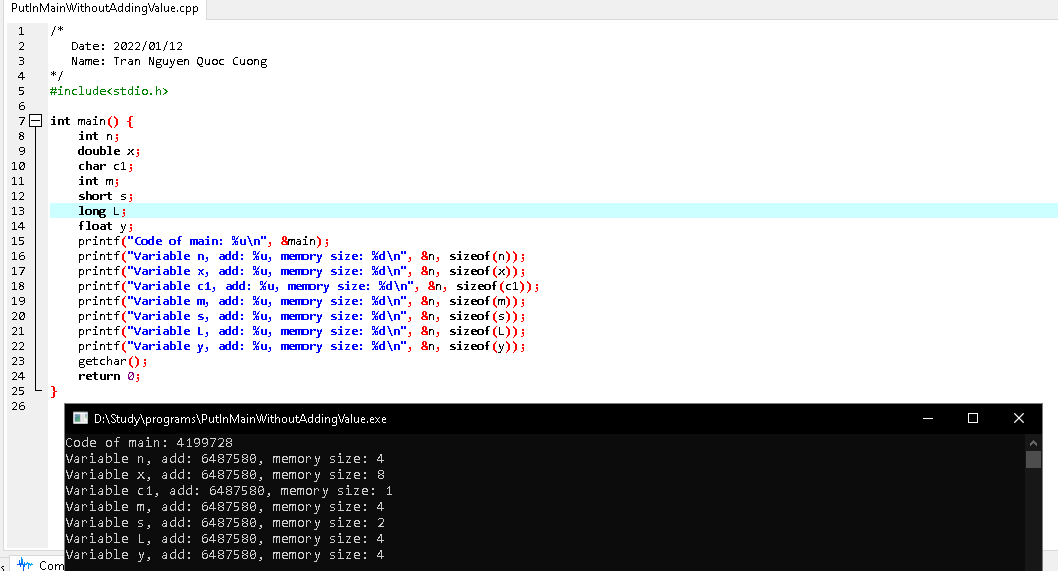


Default:



|  |  |
| --- | --- |
| n: 4223024 | Giá trị rác |
| x: 4223024 | Giá trị rác |
| c1: 4223024 | Giá trị rác |
| M: 4223024 | Giá trị rác |
| s: 4223024 | Giá trị rác |
| L: 4223024 | Giá trị rác |
| y: 4223024 | Giá trị rác |

Put in main without adding value:



|  |  |
| --- | --- |
| n: 6487580 | Giá trị rác |
| x: 6487580 | Giá trị rác |
| c1: 6487580 | Giá trị rác |
| m: 6487580 | Giá trị rác |
| s: 6487580 | Giá trị rác |
| L: 6487580 | Giá trị rác |
| y: 6487580 | Giá trị rác |

Add value without putting in main:



|  |  |
| --- | --- |
| n: 4206608 | 2 |
| x: 4206608 | 3.3 |
| c1: 4206608 | C |
| m: 4206608 | 3 |
| s: 4206608 | 4 |
| L: 4206608 | 31 |
| y: 4206608 | 34.1 |

Add value and putting in main:



|  |  |
| --- | --- |
| n: 6487552 | 2 |
| x: 6487552 | 3.3 |
| c1: 6487552 | C |
| m: 6487552 | 3 |
| s: 6487552 | 4 |
| L: 6487552 | 31 |
| y: 6487552 | 34.1 |