



Course Name: ____COMP ARCH LAB____

Course Number and Section: 14:332:333:1b

Experiment: [Experiment # [2] – Introduction to C programming]

Lab Instructor: Ali Essam Hameed Haddad

Date Performed: Sept 17

Date Submitted: Oct 15

Submitted by: [Devvrat Patel
169009727]

Course Name: _____

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! Important: Please include this page in your report if the submission is a paper submission. For electronic submission (email or Sakai) please omit this page.

-----For Lab Instructor Use ONLY-----

GRADE: _____

COMMENTS:

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ECE Lab Report Structure

1. Purpose / Introduction / Overview – describe the problem and provide background information
2. Approach / Method – the approach took, how problems were solved
3. Results – present your data and analysis, experimental results, etc.
4. Conclusion / Summary – what was done and how it was done

ANSWERS

Exercise 1:

- 1) Changed V0 to 3. V1 to 3. V2 to 1. V3 to 3.
- 2) V0 was changed to 3 as we need to print RU three times. V1 was changed to 3 as we need to go to case 3 to print "Werblin Rec Center". V2 was changed to 1 as we want the if statement in line 39 to be true so that we can print RUTGERS!. V3 was changed to 3 to make the line 36 true so that we can print Go.
- 3) It makes the compiler add debug information to the resulting binaries. This information allows a debugger to associate the instructions in the code with source code files and line numbers.

Exercise 2:

- 1) You can set breakpoints with the break command and its variants to specify the place where your program should stop by line number, function name or exact address in the program.
- 2) r r A s n finish c

Exercise 3:

- 1) In while statement(line 10) added a and statement with b!= NULL to make sure node b does not go to NULL.

Exercise 4:

- 1) I created a "name.txt" file that would serve as an input for my code.

Exercise 5:

- 1) Done in the code.

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