

Answer the following questions and show all work. I can't give partial credit if you get an answer wrong and don't show any work.

**78 total possible points. The mean was 61 out of 78 or %79.3. The median was 63.5, and the high grade was a 77 out of 78.**

1. C has a data type called a **short** that is a two byte integer on the Raspberry Pi. For example, you can declare a variable to be either a **signed** or **unsigned short**. Give the declarations below ...

```
short x;  
unsigned short y;
```

Some of you didn't read problem carefully. I even underlined it above. A two byte integer is 16 bits.

- a. [3] What is the smallest possible value of **x**, expressed in decimal.

**$-2^{15}$  or -32768**

- b. [3] What is the smallest possible value of **x**, expressed in binary.

**A one followed by fifteen zeros, or 1000000000000000.**

- c. [3] What is the smallest possible value of **x**, expressed in hexadecimal.

**0x8000**

- d. [3] What is the largest possible value of **y** expressed in binary.

**y is unsigned, so no leading sign bit, it is all ones, sixteen ones, 111111111111111, in decimal 65535**

- e. [3] The **%x** modifier in a **printf** format string will print an integer in hexadecimal. What will the following C statement print? `printf("%x", -1);`

**ffffffff**

- f. [3] What would be printed by `printf("%d", sizeof(x));`

**2**

- g. [5] What is printed by the following program?

This one is slightly tricky.  $90 + 88$  is 178, which cannot fit into a signed integer, so the result is negative and  $z$  is not greater than  $x$ .

```
#include <stdio.h>
int main() {
    signed char x, y, z;
    x = 90;
    y = 88;
    z = x + y;
    if (z > x)
        printf("Foo\n");
    else
        printf("Bar\n");
}
```

Output: Bar

2. [5] What is the output of the following program? Watchout! This is very similar to a study question. But not identical.

```
#include <stdio.h>
int main() {
    int s = 0;
    int n = 40;
    while (n > 0) {
        s = s + !(n & 1);
        n = n >> 1;
    }
    printf("%d\n", s);
}
```

Output: 4

Instead of counting the ones in the number 40 it counts the zeros. 40 in binary is 101000. There are four zeros, so it prints 4.

3. [2] The `&` operator applied to a variable (as in `&x`) is called the address-of operator.
4. [2] Adding two positive integers with the result being negative is called overflow.
5. [2] If  $2^x = 1024$  then  $x$  must be 10 (in base-ten).
6. [2] Express -33 as an 8 bit two's complement integer. Show all work.

Probably the easiest way is to write 33 as an 8 bit number and take the two's complement.

33 = 0b00100001    invert the bits and add one and you get 0b11011111

7. [2] `0xDeafBeef` is a valid C hexadecimal constant. True/False     Answer: [True](#)
8. [5] Write a very short C code fragment that declares a variable **x** to be an integer and **p** to be a pointer to an integer. Have **p** point to the integer **x**.

```
int x;
int *p;
p = &x;
```

9. The formula for converting fahrenheit to celsius is  $c = (f-32)5/9$ .
- [5] Make a directory **exam1** in your course repository.
  - [5] In the **exam1** directory, create a header file **f2c.h** that declares a function named **f2c** that takes a double and returns a double.
  - [10] In the **exam1** directory create a file **f2c.c** that implements the function **f2c**.
  - [10] In the **exam1** directory create a file **main.c** that takes a command line argument (the `argc`, `argv` stuff) and prints the argument converted to celsius. The function **atof** declared in **stdlib.h** converts a string to a double.
  - [5] Push the files **f2c.h**, **f2c.c**, and **main.c** to your GitHub repository. Log in to GitHub to make sure they are there. Do not modify the files after they are pushed. They are timestamped.

```
// f2c.h
extern double f2c(double f);
```

---

```
// f2c.c
double f2c(double f) {
    return (f - 32)*5.0/9; // careful, 5/9 is zero
}
```

---

```
// main.c
#include "f2c.h"
#include <stdlib.h>
#include <stdio.h>

int main(int argc, char *argv[]) {
    printf("%.2f\n", f2c(atof(argv[1])));
}
```