Goal: A stronger understanding of signed binary multiplication.

Objective: To implement a C program that performs signed binary multiplication.

Assignment: (Read the extra credit part before beginning!)

Note: Be sure to #include <stdint.h> so that you can use the new C99 data types for integers.

Write a C program that does the following:

- Read an unsigned decimal integer into a variable of type int using scanf with the %d format specifier. Use a cast to copy this into a variable of type int8_t. This will be your eight-bit multiplier.
- 2. Repeat step 1 to get an eight-bit multiplicand.
- 3. Compute the product of the two operands without using the multiply operator (*). No loop shall repeat for more than eight iterations. The product should be of type int16 t.

Note: Unlike the previous labs, this lab does NOT use arrays. Instead, your code should operate directly on the bits within the eight and 16-bit operands. For example, when you need to shift the bits to the left, use the left-shift (<<) operator instead of moving the contents of an array.

Hint: Read the document, "Converting an Unsigned Integer Product to a Signed Integer Product". First compute the 16-bit unsigned product, then modify it as described in the document to get the 16-bit signed product.

4. Display the resulting unsigned decimal product.

When you run your program, the screen should look something like:

Enter the multiplier: -23 Enter the multiplicand: 4

The corresponding product is: -92

Verify that your program operates correctly for several combinations of input values in the range -128 to +127, including end-of-range values. Demonstrate your program to the teaching assistant.

5% Extra Credit:

Organize your program into two functions:

- 1. A new function with two parameters the multiplier and the multiplicand. Both should be of type int8_t. The product returned by the function should be of type int16_t.
 - Note: This function should NOT call printf or scanf.

Function prototype: int16_t Multiply(int8_t multiplier, int8_t multiplicand);

2. The main program, which should call the other function to compute the result as displayed in the sample output shown above.