CSC 209 Review 9 Solution

September 13, 2020

Notes

1. a) 8

• a) is 0 because

$$i >> 1 + j >> 1$$
 is $8 >> 10 >> 1$

Which is 0 >> 1

Which is 0.

• d) is 15 because

ij&k is 78&9

which is 78

which is 15

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2. Use XOR on target bit using value 1.

This is because the operator of two like values equals to 0, and unequal values equal to 1.

a	b	a ^ b
0	0	0
0	1	1
1	0	1
1	1	0

3. The macro switches the value of x and y.

Take for example x = 100 (8) and y = 010 (4)

For the first part of macro, we have $x = x^{\wedge}y = 100^{\wedge}010 = 110$.

Taking this to second part of macro, we have $y = y^{\wedge}x = 010^{\wedge}110 = 100$.

Lastly, we have $x = x^{4}y = 110^{100} = 010$.

Thus, we can see the value of x and y are switched.

```
#define MK_COLOR(red, green, blue) (long) ((blue << 16) | (blue | (
green << 8)) | red)</pre>
```

- 6. a) Please see file question_6_a.c for details.
 - b) Please see file question_6_b.c for details.

Notes

- Unisigned short has at max 4 bits.
- Any out-of-bound bits are omitted
- 7. Please see file question_7.c for details.
- 8. a) Returns first n bits of 1
 - b) Extracts n bits from m-n+2th bit

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- 9. a) Please see file question_9_a.c for details.
 - b) Please see file question_9_b.c for details.
- 10. Please see file question_10.c for details.
- 11. The precedence of &, ^, and | is lower than the equality operators.

So, given if (key_code & (SHIFT_BIT | CTRL_BIT | ALT_BIT) == 0), (SHIFT_BIT | CTRL_BIT | ALT_BIT) == 0) will be evaluated first, which is incorrect.

To fix this problem, add parenthesis to key_code & (SHIFT_BIT | CTRL_BIT | ALT_BIT).

12. The precedence of + is higher than <<. So, 8 + low_byte in high_byte << 8 + low_byte will be evaluated before high_byte <<.

To fix this problem, add parenthesis to high_byte << 8.

- 13. All bits in **n** are gradually reduced to 0, starting from the right-most bit.
- 14. Please see question_14.c for details.