

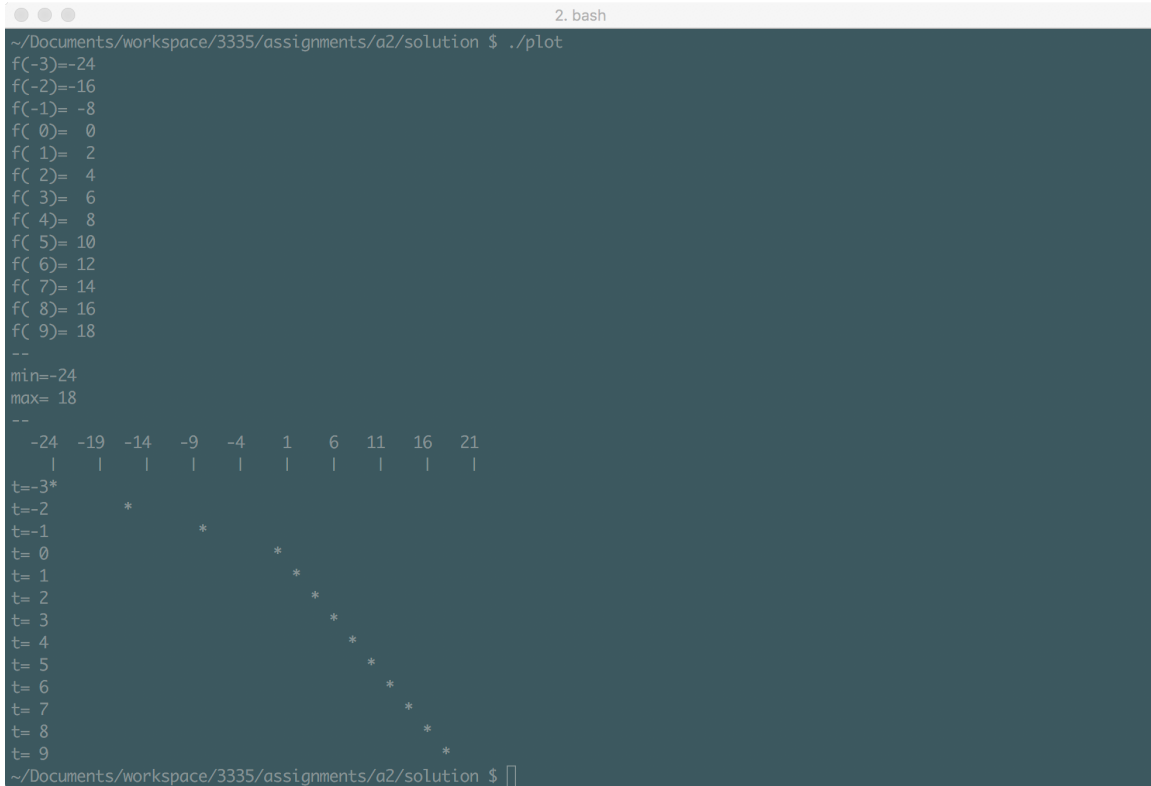
1. (15 points) Complete the attached program `plot.c` to plot a function  $f(t)$ , e.g.  $f(t) = t^2 - 4t + 5$  for values of  $t$  between two values as specified as two variables `low` and `high` on line 11 in `plot.c`. Note, first, nested loops are NOT allowed in your program; second, I am going to change the definition of  $f(t)$  when testing your program; third, I am going to change the values of `low` and `high` when testing your program.

Please find a few example  $f(t)$  shown as comments in the bottom of `plot.c`. The following are their corresponding outputs.

```
2. bash
~/Documents/workspace/3335/assignments/a2/solution $ ./plot
f(-3)= 26
f(-2)= 17
f(-1)= 10
f( 0)=  5
f( 1)=  2
f( 2)=  1
f( 3)=  2
f( 4)=  5
f( 5)= 10
f( 6)= 17
f( 7)= 26
f( 8)= 37
f( 9)= 50
--
min=  1
max= 50
--
   1   6  11  16  21  26  31  36  41  46  51
   |   |   |   |   |   |   |   |   |   |
t=-3                                     *
t=-2                                 *
t=-1                             *
t= 0                          *
t= 1 *
t= 2*
t= 3 *
t= 4 *
t= 5      *
t= 6          *
t= 7              *
t= 8                  *
t= 9                      *
```

```
2. bash
~/Documents/workspace/3335/assignments/a2/solution $ ./plot
f(-3)=-22
f(-2)=-13
f(-1)= -6
f( 0)= -1
f( 1)=  2
f( 2)=  3
f( 3)=  2
f( 4)= -1
f( 5)= -6
f( 6)=-13
f( 7)=-22
f( 8)=-33
f( 9)=-46
--
min=-46
max=  3
--
-46 -41 -36 -31 -26 -21 -16 -11 -6 -1  4
|   |   |   |   |   |   |   |   |   |
t=-3
t=-2
t=-1
t= 0
t= 1
t= 2
t= 3
t= 4
t= 5
t= 6
t= 7
t= 8
t= 9*
```

```
2. bash
~/Documents/workspace/3335/assignments/a2/solution $ ./plot
f(-3)= -1
f(-2)= -9
f(-1)= -8
f( 0)=  0
f( 1)=  8
f( 2)=  9
f( 3)=  1
f( 4)= -7
f( 5)= -9
f( 6)= -2
f( 7)=  6
f( 8)=  9
f( 9)=  4
--
min= -9
max=  9
--
-9 -4  1  6 11
|   |   |   |
t=-3
t=-2*
t=-1 *
t= 0
t= 1
t= 2
t= 3
t= 4 *
t= 5*
t= 6
t= 7
t= 8
t= 9 *
```



Hint:

First, for all  $t$  between low and high, find the minimum  $f(t)$  and maximum  $f(t)$ , let's call them  $f\_min$  and  $f\_max$  respectively.

Then create an array of characters (i.e. a string) whose size is  $f\_max - f\_min + 2$ . This is of course taking advantage of the fact that in C, when defining an array, its size is allowed to be a variable. For instance:

```
int m=3*6;
char ex[m];
```

Then for each value of  $t$ , in the string you created above, store an asterisk in the element whose index is corresponding to the function value  $f(t - f\_min)$ , while all leading elements before the asterisk (if any) are blank and the element at  $f(t - f\_min + 1)$  is a `'\\0'`. This is of course assuming that the  $f(t - f\_min)$  value is rounded to an integer. Print the string out, clear it up, and go on to the next value of  $t$ .

2. (10 points) Change the `bitmask.c` program by **adding the following two functions** and change the `main` function accordingly to test them.

`unsigned setbits (unsigned x, int p, int n, unsigned y)`  
that returns `x` with the `n` bits that begin at position `p` (right-adjusted) set to the rightmost `n` bits of `y`, leaving the other bits unchanged. Note: **it does not change the values of `x` and `y` though**.

For instance, if `x` is equal to 2004384122

0111 0111	011 <b>1 1000</b>	0111 1001	0111 1010
-----------	-------------------	-----------	-----------

and `y` is equal to 1634952294

0110 0001	0111 0011	0110 0100	0110 <b>0110</b>
-----------	-----------	-----------	------------------

Then `setbits (x, 20, 4, y)` returns

0111 0111	011 <b>0 1100</b>	0111 1001	0111 1010
-----------	-------------------	-----------	-----------

`unsigned invertbits (unsigned x, int p, int n)` that returns `x` with the `n` bits that begin at position `p` (right-adjusted) inverted, i.e. 1 changed to 0 and vice versa, leaving the other bits unchanged. Note: **it does not change the value of `x` though**.

For instance, if `x` is equal to 2004384122

0111 0111	0111 <b>1000</b>	<b>0111 1001</b>	0111 1010
-----------	------------------	------------------	-----------

Then `invertbits (x, 19, 9)` returns

0111 0111	0111 <b>0111</b>	<b>1000 0001</b>	0111 1010
-----------	------------------	------------------	-----------

### What to turn in?

Create a tarball file by the name of `cs3335_a2_yourlastname.tar` that includes

- Completed source code file `plot.c` for question 1.
- Completed source code file `bitmask.c` for question 2.

Submit the tarball file through BlazeVIEW by the due time.