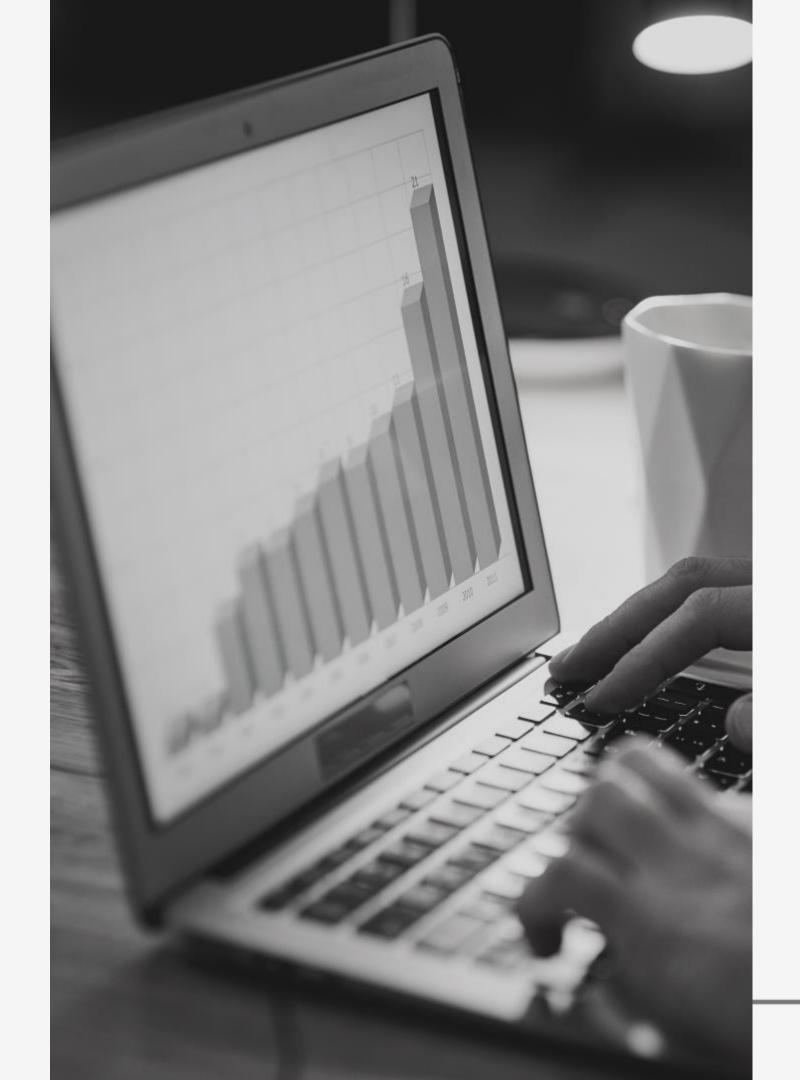
Computer Systems

Project 1

01





Contents

01

Number Representation **02**

Addition & Subtraction

03

Multiplication

04

Division

02

Number Representation



The maximum range of double types

Check the maximum value of the number that can be expressed through the double type with 'DBL_MAX'

Check how the number exceeding the double-type maximum range is stored and printed



How can we represent a number that *exceeds* the maximum range of the data type?



Representing numbers by the array

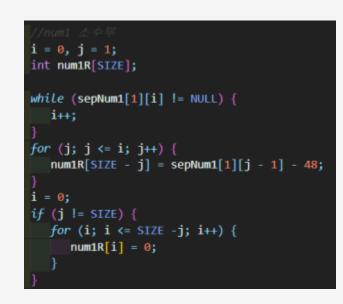
//num1 资令年
int i = 0, j = 1;
int num1L[SIZE];

while (sepNum1[0][i] != NULL) {
 i++;
}

for (j; j<= i; j++) {
 num1L[i-j] = sepNum1[0][j-1] - 48;
}

if (i != SIZE) {
 for (i; i <= SIZE-1; i++) {
 num1L[i] = 0;
 }
}

02



03

Make a number into a string

- Make the number into a num1 string.
- Based on '.', num1 is divided into an integer part and a fractional part.

Convert the integer part of numl to an int array(numlL)

- Change char to int by subtracting 48('0')
- Fill the rest with zero to match the number of digits (index)

Convert the fractional part of numl to an int array(numlR)

- Change the fractional part, such as the integer part in step 2.
- Another number, num2, is also converted like num1

Addition & Subtraction

Addition implementation

- Represent the two numbers as strings
- Modify the string according to the sign
- O Convert string to int array (Match the number of digits through 0)

```
#define SIZE 100
int main() {
    int num1zeroLength = SIZE - 1;
    int num2zeroLength = SIZE - 1;
    int subCompare;
    char num1[SIZE];
   char num2[SIZE];
   printf("Please enter the floating number : ");
    scanf(" %s", num1);
    printf("Please enter the floating number : ");
    scanf(" %s", num2);
    int num1Sign = 1;
    int num2Sign = 1;
    int resSign = 1;
   if (num1[0] == '-') {
       for (int i = 1; i < strlen(num1); i++) {
           num1[i - 1] = num1[i];
       num1[strlen(num1) - 1] = NULL;
       num1Sign *= -1;
    if (num2[0] == '-') {
       for (int i = 1; i < strlen(num2); i++) {
           num2[i - 1] = num2[i];
       num2Sign *= -1;
       num2[strlen(num2) - 1] = NULL;
```

```
int i = 0, j = 1;
int num1L[SIZE];
while (sepNum1[0][i] != NULL) {
    i++;
for (j; j <= i; j++) {
    num1L[i - j] = sepNum1[0][j - 1] - 48;
if (i != SIZE) {
    for (i; i <= SIZE - 1; i++) {
        num1L[i] = 0;
i = 0, j = 1;
int num1R[SIZE];
while (sepNum1[1][i] != NULL) {
    i++;
for (j; j \le i; j++) \{
    num1R[SIZE - j] = sepNum1[1][j - 1] - 48;
i = 0;
if (j != SIZE) {
    for (i; i <= SIZE - j; i++) {
        num1R[i] = 0;
```

Addition implementation

If two numbers have the same sign,

```
int sumResR[SIZE];
int sumResL[SIZE];
if (num1Sign > 0 && num2Sign > 0) { // num1과 num2기 모두 양수일때
    for (int n = 0; n <= SIZE - 1; n++) {
       sumResR[n] = num1R[n] + num2R[n];
        if (n != SIZE - 1 \&\& sumResR[n] >= 10) {
           num1R[n + 1] += 1;
            sumResR[n] -= 10;
       else if (n == SIZE - 1 && sumResR[n] >= 10) {
           num1L[0] += 1;
           sumResR[n] -= 10;
   for (int n = 0; n <= SIZE - 1; n++) {
        sumResL[n] = num1L[n] + num2L[n];
        if (n != SIZE - 1 \&\& sumResL[n] >= 10) {
           num1L[n + 1] += 1;
            sumResL[n] -= 10;
   resSign = 1;
```

```
sumResR[n] = num1R[n] + num2R[n];
if (n != SIZE - 1 && sumResR[n] >= 10) {
    num1R[n + 1] += 1;
    sumResR[n] -= 10;
}
else if (n == SIZE - 1 && sumResR[n] >= 10) {
    num1L[0] += 1;
    sumResR[n] -= 10;
}

for (int n = 0; n <= SIZE - 1; n++) {
    sumResL[n] = num1L[n] + num2L[n];
    if (n != SIZE - 1 && sumResL[n] >= 10) {
        num1L[n + 1] += 1;
        sumResL[n] -= 10;
    }
}
resSign = -1;
}
```

else if (num1Sign < 0 && num2Sign < 0) { // num1.7/ num27

for (int n = 0; n <= SIZE - 1; n++) {

When both are positive

When both are negative

Addition implementation

If two numbers have different signs,

Determining the sign of the result value

```
if (resSign == 1) {
    for (int n = 0; n <= SIZE - 1; n++) {
        sumResR[n] = num1R[n] - num2R[n];
        if (n != SIZE - 1 && sumResR[n] < 0) {
            num1R[n + 1] -= 1;
            sumResR[n] += 10;
        else if (n == SIZE - 1 && sumResR[n] < 0) {</pre>
            num1L[0] -= 1;
            sumResR[n] += 10;
    if (num1L[0] == -1) {
        num1L[1] -= 1;
        num1L[0] += 10;
    for (int n = 0; n <= SIZE - 1; n++) {
        sumResL[n] = num1L[n] - num2L[n];
        if (n != SIZE - 1 && sumResL[n] < 0) {</pre>
            num1L[n + 1] -= 1;
            sumResL[n] += 10;
```

```
if (n != SIZE - 1 && sumResR[n] < 0) {
    num2R[n + 1] -= 1;
    sumResR[n] += 10;
}
else if (n == SIZE - 1 && sumResR[n] < 0) {
    num2L[0] -= 1;
    sumResR[n] += 10;
}

if (num2L[0] == -1) {
    num2L[1] -= 1;
    num2L[0] += 10;
}

for (int n = 0; n <= SIZE - 1; n++) {
    sumResL[n] = num2L[n] - num1L[n];
    if (n != SIZE - 1 && sumResL[n] < 0) {
        num2L[n + 1] -= 1;
        sumResL[n] += 10;
    }
}</pre>
```

for (int n = 0; n <= SIZE - 1; n++) {

sumResR[n] = num2R[n] - num1R[n];

When the result is positive

When the result is negative

Addition implementation

Output the result

```
int zeroLength = SIZE - 1;

// Clos/ ZeroLength == 0) { zeroLength--; }

printf("Result (sum) : ");

if (resSign < 0) {
    printf("-");
}

for (int n = zeroLength; n >= 0; n--) { printf("%d", sumResL[n]); }

printf(".");

zeroLength = 0;

while (sumResR[zeroLength] == 0) { zeroLength++; }

for (int n = SIZE - 1; n >= zeroLength; n--) { printf("%d", sumResR[n]); }

printf("0\n");
```

Minus sign output & Unnecessary zero removal

The result of calculating with following numbers and random numbers

Subtraction implementation

- Represent the two numbers as strings
- Modify the string according to the sign
- O Convert string to int array (Match the number of digits through 0)

```
int main() {
    int num1zeroLength = SIZE - 1;
    int num2zeroLength = SIZE - 1;
    int subCompare;
    char num1[SIZE];
    char num2[SIZE];
    printf("Please enter the floating number : ");
    scanf(" %s", num1);
    printf("Please enter the floating number : ");
    scanf(" %s", num2);
    int num1Sign = 1;
    int num2Sign = 1;
    int resSign = 1;
    if (num1[0] == '-') {
        for (int i = 1; i < strlen(num1); i++) {</pre>
            num1[i - 1] = num1[i];
        num1[strlen(num1) - 1] = NULL;
        num1Sign *= -1;
    if (num2[0] == '-') {
        for (int i = 1; i < strlen(num2); i++) {</pre>
            num2[i - 1] = num2[i];
        num2Sign *= -1;
        num2[strlen(num2) - 1] = NULL;
```

```
char* sepNum1[2] = { NULL, };
char* token1 = strtok(num1, ".");
sepNum1[0] = token1;
token1 = strtok(NULL, ".");
sepNum1[1] = token1;
char* sepNum2[2] = { NULL, };
char* token2 = strtok(num2, ".");
sepNum2[0] = token2;
token2 = strtok(NULL, ".");
sepNum2[1] = token2;
int i = 0, j = 1;
int num1L[SIZE];
while (sepNum1[0][i] != NULL) {
    i++;
for (j; j <= i; j++) {
    num1L[i - j] = sepNum1[0][j - 1] - 48;
if (i != SIZE) {
    for (i; i <= SIZE - 1; i++) {
        num1L[i] = 0;
```

Subtraction implementation

If two numbers have the same sign,

Determining the sign of the result value

```
if (resSign == 1) {
   for (int n = 0; n <= SIZE - 1; n++) {
       subResR[n] = num2R[n] - num1R[n];
       if (n != SIZE - 1 && subResR[n] < 0) {
           num2R[n + 1] -= 1;
            subResR[n] += 10;
       else if (n == SIZE - 1 && subResR[n] < 0) {
           num2L[0] -= 1;
           subResR[n] += 10;
   if (num2L[0] == -1) {
       num2L[1] -= 1;
       num2L[0] += 10;
   for (int n = 0; n <= SIZE - 1; n++) {
       subRest[n] = num2t[n] - num1t[n];
       if (n != SIZE - 1 && subResL[n] < 0) {</pre>
           num2L[n + 1] -= 1;
           subResL[n] += 10;
```

When the result is positive

```
for (int n = 0; n <= SIZE - 1; n++) {
    subResR[n] = num1R[n] - num2R[n];
    if (n != SIZE - 1 && subResR[n] < 0) {</pre>
        num1R[n + 1] -= 1;
        subResR[n] += 10;
    else if (n == SIZE - 1 && subResR[n] < 0) {</pre>
        num1L[0] -= 1;
        subResR[n] += 10;
if (num1L[0] == -1) {
    num1L[1] -= 1;
    num1L[0] += 10;
for (int n = 0; n <= SIZE - 1; n++) {
    subResL[n] = num1L[n] - num2L[n];
    if (n != SIZE - 1 && subResL[n] < 0) {</pre>
        num1L[n + 1] -= 1;
        subResL[n] += 10;
```

When the result is negative

Subtraction implementation

If two numbers have the same sign,

```
else { // num1, num2 ## &##2##

while (num1L[num1zeroLength] == 0) { num1zeroLength--; }

while (num2L[num2zeroLength] == 0) { num2zeroLength--; }

if (num1zeroLength > num2zeroLength) {
    resSign = 1;
}

else if (num1zeroLength == num2zeroLength) {
    subCompare = num1zeroLength;
    while (num1L[subCompare] >= num2L[subCompare]) {

        subCompare--;
    }

    if (subCompare < num1zeroLength) { resSign = 1; }

    else { resSign = -1; }
}
</pre>
```

Determining the sign of the result value

```
if (resSign == 1) {
    for (int n = 0; n <= SIZE - 1; n++) {
        subResR[n] = num1R[n] - num2R[n];
       if (n != SIZE - 1 && subResR[n] < 0) {
            num1R[n + 1] -= 1;
            subResR[n] += 10;
       else if (n == SIZE - 1 && subResR[n] < 0) {
            num1L[0] -= 1;
            subResR[n] += 10;
    if (num1L[0] == -1) {
       num1L[1] -= 1;
        num1L[0] += 10;
    for (int n = 0; n <= SIZE - 1; n++) {
        subResL[n] = num1L[n] - num2L[n];
        if (n != SIZE - 1 && subResL[n] < 0) {
           num1L[n + 1] -= 1;
            subResL[n] += 10;
```

```
else {
    for (int n = 0; n <= SIZE - 1; n++) {
         subResR[n] = num2R[n] - num1R[n];
         if (n != SIZE - 1 && subResR[n] < 0) {</pre>
            num2R[n + 1] -= 1;
            subResR[n] += 10;
         if (num2L[0] == -1) {
            num2L[1] -= 1;
            num2L[0] += 10;
        else if (n == SIZE - 1 && subResR[n] < 0) {
            num2L[0] -= 1;
            subResR[n] += 10;
    for (int n = 0; n <= SIZE - 1; n++) {
         subResL[n] = num2L[n] - num1L[n];
         if (n != SIZE - 1 && subResL[n] < 0) {</pre>
            num2L[n + 1] -= 1;
            subResL[n] += 10;
```

When the result is negative

Subtraction implementation

If two numbers have the different signs,

```
else if (num2Sign < 0) { // num2가 음수일때
    for (int n = 0; n <= SIZE - 1; n++) {
        subResR[n] = num1R[n] + num2R[n];
        if (n != SIZE - 1 \&\& subResR[n] >= 10) {
            num1R[n + 1] += 1;
            subResR[n] -= 10;
        else if (n == SIZE - 1 \&\& subResR[n] >= 10) {
            num1L[0] += 1;
            subResR[n] -= 10;
    for (int n = 0; n <= SIZE - 1; n++) {</pre>
        subResL[n] = num1L[n] + num2L[n];
        if (n != SIZE - 1 && subResL[n] >= 10) {
            num1L[n + 1] += 1;
            subResL[n] -= 10;
    resSign = 1;
```

```
else if (num1Sign < 0) { // num1이 음수일때
    for (int n = 0; n <= SIZE - 1; n++) {
        subResR[n] = num1R[n] + num2R[n];
        if (n != SIZE - 1 \&\& subResR[n] >= 10) {
            num1R[n + 1] += 1;
            subResR[n] -= 10;
        else if (n == SIZE - 1 && subResR[n] >= 10) {
            num1L[0] += 1;
            subResR[n] -= 10;
    for (int n = 0; n <= SIZE - 1; n++) {
        subRest[n] = num1t[n] + num2t[n];
        if (n != SIZE - 1 \&\& subResL[n] >= 10) {
            num1L[n + 1] += 1;
            subResL[n] -= 10;
    resSign = -1;
```

15

When num2 is negative

When num1 is negative

Subtraction implementation

Output the result

```
int zeroLength = SIZE - 1;
printf("Result (sub) : ");

if (resSign < 0) {
    printf("-");
}
while (subResL[zeroLength] == 0) { zeroLength--; }
for (int n = zeroLength; n >= 0; n--) { printf("%d", subResL[n]); }
printf(".");

zeroLength = 0;
while (subResR[zeroLength] == 0) { zeroLength++; }
for (int n = SIZE - 1; n >= zeroLength; n--) { printf("%d", subResR[n]); }
printf("0\n");
```

Minus sign output & Unnecessary zero removal

The result of calculating with following numbers and random numbers

03 Multiplication

Multiplication implementation

```
int sign = 1;
if (num1[0] == '-') {
    for (int i = 1; i < strlen(num1); i++) {</pre>
        num1[i - 1] = num1[i];
    num1[strlen(num1) - 1] = NULL;
    sign *= -1;
if (num2[0] == '-') {
    for (int i = 1; i < strlen(num2); i++) {</pre>
        num2[i - 1] = num2[i];
    sign *= -1;
    num2[strlen(num2) - 1] = NULL;
int mulRes[SIZE * 2] = { 0 };
```

```
if (num1[i] != '.') {
        num1RNum += 1;
   else {
       break;
for (int i = strlen(num2); i >= 0; i--) {
   if (num2[i] != '.') {
        num2RNum += 1;
   else {
        break;
int resRNum = num1RNum + num2RNum - 2;
```

for (int i = strlen(num1); i >= 0; i--) {

Determining the sign of the result value

Finding the number of numbers after the decimal point

Multiplication implementation

```
for (int i = 0; i < strlen(num1) - num1RNum; i++) {
    newNum1[i] = num1[i] - 48;
}
for (int i = strlen(num1)-2; i >= strlen(num1) - num1RNum; i--) {
    newNum1[i] = num1[i+1] - 48;
}

for (int i = 0; i < strlen(num2) - num2RNum; i++) {
    newNum2[i] = num2[i] - 48;
}
for (int i = strlen(num2) - 2; i >= strlen(num2) - num2RNum; i--) {
    newNum2[i] = num2[i + 1] - 48;
}
```

Creating an int array minus decimal point

```
for (int i = strlen(num1) - 2; i >= 0; i--)
{
    for (int j = strlen(num2) - 2; j >= 0; j--)
    {
        mulRes[i + j] += newNum1[i] * newNum2[j];
    }
}

for (int i = strlen(num1) + strlen(num2) - 4; i > 0; i--)
{
    if (mulRes[i] >= 10) {
        mulRes[i - 1] += mulRes[i] / 10;
        mulRes[i] %= 10;
    }
}
```

Calculation by index

Multiplication implementation

Output the result

```
printf("Result (mult) : ");
int existNum = strlen(num1) + strlen(num2) - 4;
if (sign < 0) {
    printf("-");
}
for (int i = 0; i <= existNum - resRNum; i++)
    printf("%d", mulRes[i]);
printf(".");
for (int i = existNum - resRNum + 1; i <= existNum; i++)
    printf("%d", mulRes[i]);

return 0;</pre>
```

Minus sign output & Adding a decimal point

The result of calculating with following numbers and random numbers



Division

: Repeated subtraction

Division implementation

```
int resSign = 1;
if (num1[0] == '-') {
   for (int i = 1; i < strlen(num1); i++) {</pre>
        num1[i - 1] = num1[i];
    num1[strlen(num1) - 1] = NULL;
    resSign *= -1;
if (num2[0] == '-') {
    for (int i = 1; i < strlen(num2); i++) {</pre>
        num2[i - 1] = num2[i];
    resSign *= -1;
    num2[strlen(num2) - 1] = NULL;
for (int i = strlen(num1); i >= 0; i--) {
    if (num1[i] != '.') {
        num1RNum += 1;
    else {
        break;
```

Determine the sign of the result value

```
void insert(int list[], int cnt, int size)  // in
{
    for (int i = 0; i < cnt; i++) {
        for (int j = size - 1; j >= 0; j--) {
            list[j + 1] = list[j];
            list[j] = 0;
    }
}
```

```
for (int i = 0; i < strlen(num1) - num1RNum; i++) {</pre>
    newNum1[i] = num1[i] - 48;
for (int i = strlen(num1) - 1; i > strlen(num1) - num1RNum; <math>i--) {
    newNum1[i - 1] = num1[i] - 48;
for (int i = 0; i < strlen(num2) - num2RNum; <math>i++) {
    newNum2[i] = num2[i] - 48;
for (int i = strlen(num2) - 1; i > strlen(num2) - num2RNum; i--) {
    newNum2[i - 1] = num2[i] - 48;
if (strlen(num1) - num1RNum < strlen(num2) - num2RNum) {</pre>
    int cnt = (strlen(num2) - num2RNum) - (strlen(num1) - num1RNum);
    insert(newNum1, cnt, strlen(num1)-1);
else if (strlen(num1) - num1RNum > strlen(num2) - num2RNum) {
    int cnt = (strlen(num1) - num1RNum) - (strlen(num2) - num2RNum);
    insert(newNum2, cnt, strlen(num1) - 1);
```

Make the numbers an int array and place by decimal point.

Division implementation

```
for (int i = 0; i \leftarrow SIZE - 1; i++) {
    reNum1[i] = newNum1[SIZE - 1 - i];
 for (int i = 0; i \leftarrow SIZE - 1; i++) {
    reNum2[i] = newNum2[SIZE - 1 - i];
int subRes[SIZE] = { 0 };
int temp[SIZE] = { 0 };
int divRes[SIZE] = { NULL };
int tempzeroLength;
int num2zeroLength;
int subCompare;
int cnt;
int switchNum2[SIZE] = { 0 };
for (int i = 0; i < SIZE; i++) {
    temp[i] = reNum1[i];
```

Turn the index over, and define the temp array for division

```
for (int i = 0; i < SIZE; i++) {
    cnt = 0;
    while (1) {
        tempzeroLength = SIZE - 1;
        num2zeroLength = SIZE - 1;
        while (temp[tempzeroLength] == 0) { tempzeroLength--; }
        while (reNum2[num2zeroLength] == 0) { num2zeroLength--; }
        if (tempzeroLength == num2zeroLength) {
            subCompare = tempzeroLength;
            while (temp[subCompare] >= reNum2[subCompare]) {
                 subCompare--;
            if (subCompare < tempzeroLength) {}</pre>
            else { break; }
        else if (tempzeroLength < num2zeroLength) { break; }</pre>
```

Compare the two numbers to make sure subtraction is possible

Division implementation

```
for (int n = 0; n <= SIZE - 1; n++) {
    subRes[n] = temp[n] - reNum2[n];
for (int n = 0; n <= SIZE - 1; n++) {
    if (n != SIZE - 1 && subRes[n] < 0) {</pre>
        subRes[n + 1] -= 1;
        subRes[n] += 10;
int zero = 0;
if (subRes[SIZE - 1] < 0) {
    break;
for (int n = 0; n < SIZE; n++) {
    temp[n] = subRes[n];
    if (temp[n] == 0) {
        zero += 1;
if (zero == SIZE) {
    cnt += 1;
    break;
else {
    cnt += 1;
```

Repeat subtraction

```
int zero = 0;
divRes[i] = cnt;
for (int j = 1; j < SIZE; j++) {
    reNum2[j - 1] = reNum2[j];
if (reNum2[SIZE - 1] != 0) {
    reNum2[SIZE - 1] = 0;
for (int n = 0; n < SIZE; n++) {</pre>
    if (reNum2[n] == 0) {
        zero += 1;
if (zero == SIZE) {
    cnt += 1;
    break;
else {
    cnt += 1;
```

When the subtraction is completed, add 1 to the cnt to represent the quotient, and stop the division(subtraction) if the temp is 0

Division implementation

Output the result

```
int size = SIZE - 1;
int zeroNum = 0;
printf("Result (div) : ");
while (divRes[size] == 0) {
    zeroNum += 1;
    size--;
}
int existNum = SIZE - zeroNum;
if (resSign < 0) {
    printf("-");
}
printf("%d", divRes[0]);
printf(".");
for (int i = 1; i < existNum; i++)
    printf("%d", divRes[i]);</pre>
```

Minus sign output & Adding a decimal point

The result of calculating with following numbers and random numbers

Thank you For Listening