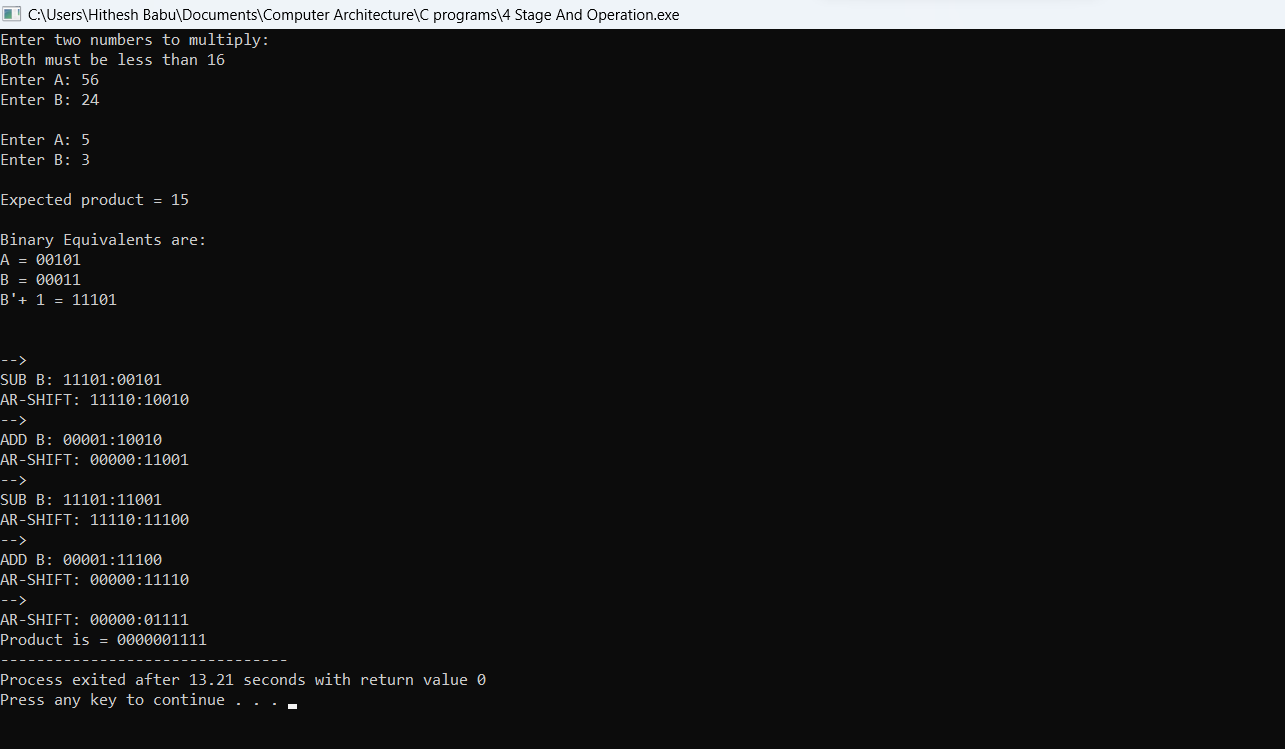
**Exp 34 Booth Algorithm**

#include <stdio.h>  
  
  
#include <math.h>  
  
  
 int a = 0,b = 0, c = 0, a1 = 0, b1 = 0, com[5]  
= { 1, 0, 0, 0, 0};  
  
  
int anum[5] = {0}, anumcp[5] =  
{0}, bnum[5] = {0};  
  
  
int acomp[5] = {0}, bcomp[5] =  
{0}, pro[5] = {0}, res[5] = {0};  
  
  
   
  
  
void binary(){  
  
  
     a1 = fabs(a);  
  
  
     b1 = fabs(b);  
  
  
     int r, r2, i, temp;  
  
  
     for (i = 0; i < 5; i++){  
  
  
           r = a1 % 2;  
  
  
           a1 = a1 / 2;  
  
  
           r2 = b1 % 2;  
  
  
           b1 = b1 / 2;  
  
  
           anum[i] = r;  
  
  
           anumcp[i] = r;  
  
  
           bnum[i] = r2;  
  
  
           if(r2 == 0){  
  
  
                bcomp[i] = 1;  
  
  
           }  
  
  
           if(r == 0){  
  
  
                acomp[i] =1;  
  
  
           }  
  
  
     }  
  
  
    
//part for two's complementing  
  
  
    
c = 0;  
  
  
    
for ( i = 0; i < 5; i++){  
  
  
           res[i] = com[i]+ bcomp[i] + c;  
  
  
           if(res[i] >= 2){  
  
  
                c = 1;  
  
  
           }  
  
  
           else  
  
  
                c = 0;  
  
  
           res[i] = res[i] % 2;  
  
  
     }  
  
  
    
for (i = 4; i >= 0; i--){  
  
  
     bcomp[i] = res[i];  
  
  
    
}  
  
  
    
//in case of negative inputs  
  
  
    
if (a < 0){  
  
  
      c = 0;  
  
  
     for (i = 4; i >= 0; i--){  
  
  
           res[i] = 0;  
  
  
     }  
  
  
     for ( i = 0; i < 5; i++){  
  
  
           res[i] = com[i] + acomp[i] + c;  
  
  
           if (res[i] >= 2){  
  
  
                c = 1;  
  
  
           }  
  
  
           else  
  
  
                c = 0;  
  
  
           res[i] = res[i]%2;  
  
  
     }  
  
  
     for (i = 4; i >= 0; i--){  
  
  
           anum[i] = res[i];  
  
  
           anumcp[i] = res[i];  
  
  
     }  
  
  
   
  
  
    
}  
  
  
    
if(b < 0){  
  
  
     for (i = 0; i < 5; i++){  
  
  
           temp = bnum[i];  
  
  
           bnum[i] = bcomp[i];  
  
  
           bcomp[i] = temp;  
  
  
     }  
  
  
    
}  
  
  
}  
  
  
void add(int num[]){  
  
  
     
int i;  
  
  
     
c = 0;  
  
  
     
for ( i = 0; i < 5; i++){  
  
  
           res[i] = pro[i] + num[i] + c;  
  
  
           if (res[i] >= 2){  
  
  
                c = 1;  
  
  
           }  
  
  
           else{  
  
  
                c = 0;  
  
  
           }  
  
  
           res[i] = res[i]%2;  
  
  
     }  
  
  
     for (i = 4; i >= 0; i--){  
  
  
         pro[i] = res[i];  
  
  
         printf("%d",pro[i]);  
  
  
     }  
  
  
    
printf(":");  
  
  
    
for (i = 4; i >= 0; i--){  
  
  
           printf("%d", anumcp[i]);  
  
  
     }  
  
  
}  
  
  
void arshift(){//for arithmetic  
shift right  
  
  
     
int temp = pro[4], temp2 = pro[0], i;  
  
  
     
for (i = 1; i < 5  ;  
i++){//shift the MSB of product  
  
  
       pro[i-1] = pro[i];  
  
  
     
}  
  
  
     
pro[4] = temp;  
  
  
     
for (i = 1; i < 5  ;  
i++){//shift the LSB of product  
  
  
        anumcp[i-1] = anumcp[i];  
  
  
     
}  
  
  
     
anumcp[4] = temp2;  
  
  
     
printf("\nAR-SHIFT: ");//display together  
  
  
     
for (i = 4; i >= 0; i--){  
  
  
        printf("%d",pro[i]);  
  
  
     
}  
  
  
     
printf(":");  
  
  
     
for(i = 4; i >= 0; i--){  
  
  
        printf("%d", anumcp[i]);  
  
  
     
}  
  
  
}  
  
  
   
  
  
void main(){  
  
  
    
int i, q = 0;  
  
  
    
printf("\t\tBOOTH'S MULTIPLICATION ALGORITHM");  
  
  
    
printf("\nEnter two numbers to multiply: ");  
  
  
    
printf("\nBoth must be less than 16");  
  
  
    
//simulating for two numbers each below 16  
  
  
    
do{  
  
  
        printf("\nEnter A: ");  
  
  
        scanf("%d",&a);  
  
  
        printf("Enter B: ");  
  
  
        scanf("%d", &b);  
  
  
     }while(a >=16 || b >=16);  
  
  
   
  
  
     
printf("\nExpected product = %d", a \* b);  
  
  
     
binary();  
  
  
     
printf("\n\nBinary Equivalents are: ");  
  
  
     
printf("\nA = ");  
  
  
     
for (i = 4; i >= 0; i--){  
  
  
        printf("%d", anum[i]);  
  
  
     
}  
  
  
     
printf("\nB = ");  
  
  
     
for (i = 4; i >= 0; i--){  
  
  
        printf("%d", bnum[i]);  
  
  
     
}  
  
  
     
printf("\nB'+ 1 = ");  
  
  
     
for (i = 4; i >= 0; i--){  
  
  
        printf("%d", bcomp[i]);  
  
  
     
}  
  
  
     
printf("\n\n");  
  
  
     
for (i = 0;i < 5; i++){  
  
  
           if (anum[i] == q){//just shift for  
00 or 11  
  
  
               printf("\n-->");  
  
  
               arshift();  
  
  
               q = anum[i];  
  
  
           }  
  
  
           else if(anum[i] == 1 && q ==  
0){//subtract and shift for 10  
  
  
              printf("\n-->");  
  
  
              printf("\nSUB B: ");  
  
  
              add(bcomp);//add two's complement  
to implement subtraction  
  
  
              arshift();  
  
  
              q = anum[i];  
  
  
           }  
  
  
           else{//add ans shift for 01  
  
  
              printf("\n-->");  
  
  
              printf("\nADD B: ");  
  
  
              add(bnum);  
  
  
              arshift();  
  
  
              q = anum[i];  
  
  
           }  
  
  
     }  
  
  
   
  
  
     printf("\nProduct is = ");  
  
  
     for  
(i = 4; i >= 0; i--){  
  
  
           printf("%d", pro[i]);  
  
  
     }  
  
  
     for (i = 4; i >= 0; i--){  
  
  
           printf("%d", anumcp[i]);  
  
  
     }  
  
  
}

**Output:** ****