

1. What is the value of `y` after both of the following operations?

```
x = x ^ (~y);  
y = y ^ x;
```

2. Given the following declarations, do the statements below always evaluate to true?

```
int x = foo();  
int y = bar();  
unsigned ux = cookie();
```

a.

`x > ux ==> (~x+1) < 0`

b.

`ux - 2 >= -2 ==> ux <= 1`

c.

`(x^y)^x == (x+y)^((x+y)^y)`

d.

`(x < 0) && (y < 0) == (x + y) < 0`

3. `char** apple[5][9];`
`char* banana[1][9];`
`char strawberry[4][2];`

How many bytes of space would these declarations require?

4. Consider the following struct:

```
typedef struct {
    char first;
    int second;
    short third;
} stuff;
```

Say we are debugging an application in execution using gdb on a 64-bit, little-endian architecture. The application has a variable called array - defined as:

```
stuff array[2][2];
```

Using gdb we find the following information at a particular stage in the application:

```
[(gdb) p &array
$1 = (stuff (*)[2][2]) 0x7fffffffef020
```

And:

```
[(gdb) x/48xb 0x7fffffffef020
0x7fffffffef020: 0x61      0x00      0x00      0x00      0x08      0x00      0x00      0x00
0x7fffffffef028: 0x02      0x00      0x00      0x00      0x62      0x00      0x00      0x00
0x7fffffffef030: 0x64      0x00      0x00      0x00      0x04      0x00      0x00      0x00
0x7fffffffef038: 0x63      0x04      0x40      0x00      0xed      0x03      0x00      0x00
0x7fffffffef040: 0xc8      0x00      0xff      0xff      0x64      0x7f      0x00      0x00
0x7fffffffef048: 0x17      0xa6      0x00      0x00      0xe1      0x00      0x00      0x00
```

What is the value of

```
array[1][0].second
```

At this particular stage of the application?

i.e. what would be returned from the statement:

```
printf("%d\n", array[1][0].second);
```

5. The following is part of the result of the command 'objdump -d' on an executable

```
00000000004006dd <IronMan>:
4006dd: 55                push    %rbp
4006de: 48 89 e5          mov     %rsp,%rbp
4006e1: 89 7d ec          mov     %edi,-0x14(%rbp)
4006e4: 8b 45 ec          mov     -0x14(%rbp),%eax
4006e7: c1 e0 04          shl     $0x4,%eax
4006ea: 89 45 fc          mov     %eax,-0x4(%rbp)
4006ed: 8b 45 fc          mov     -0x4(%rbp),%eax
4006f0: 5d                pop     %rbp
4006f1: c3                retq
```

Say the declaration for the function IronMan was:

```
int IronMan(int scraps);
```

Given that the integer 23 was passed into the function, what is the return value?

6. The following is a continuation from the previous problem.

```
0000000000400721 <Hulk>:
400721: 55                push    %rbp
400722: 48 89 e5          mov     %rsp,%rbp
400725: 48 83 ec 20       sub     $0x20,%rsp
400729: 48 89 7d e8       mov     %rdi,-0x18(%rbp)
40072d: 48 8b 45 e8       mov     -0x18(%rbp),%rax
400731: 48 89 c7          mov     %rax,%rdi
400734: e8 27 fe ff ff   callq  400560 <atoi@plt>
400739: 89 45 fc          mov     %eax,-0x4(%rbp)
40073c: 8b 45 fc          mov     -0x4(%rbp),%eax
40073f: 89 c7            mov     %eax,%edi
400741: e8 97 ff ff ff   callq  4006dd <IronMan>
400746: 89 45 f8          mov     %eax,-0x8(%rbp)
400749: 81 7d f8 8f 01 00 00  cmpl    $0x18f,-0x8(%rbp)
400750: 7e 10            jle     400762 <Hulk+0x41>
400752: 81 7d f8 f4 01 00 00  cmpl    $0x1f4,-0x8(%rbp)
400759: 7f 07            jg      400762 <Hulk+0x41>
40075b: b8 01 00 00 00    mov     $0x1,%eax
400760: eb 05            jmp     400767 <Hulk+0x46>
400762: b8 00 00 00 00    mov     $0x0,%eax
400767: c9                leaveq  %eax
400768: c3                retq
```

Given that the function returns 1, what do we know about the value of %edi right before instruction 0x400741 is executed?

7. What is the value of the following 8-bit, tiny floating point number? Note that the exponent field is 4 bits, and the fractional field is 3.

01100000