

- [CPSC 275: Introduction to Computer Systems](#)

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Fall 2025

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Homework 21

NOTE: You are not required to hand in the following exercises, but you are strongly encouraged to complete them to strengthen your understanding of the concepts covered in class.

1. Consider the following source code, where M and N are constants declared with `#define`:

```
int mat1[M][N];
int mat2[N][M];

int sum_element(int i, int j) {
    return mat1[i][j] + mat2[j][i];
}
```

In compiling this program, gcc generates the following assembly code:

```
# i at %ebp+8, j at %ebp+12
movl 8(%ebp),%ecx
movl 12(%ebp),%edx
leal 0(%ecx,8),%eax
subl %ecx,%eax
addl %edx,%eax
leal (%edx,%edx,4),%edx
addl %ecx,%edx
movl mat1(%eax,4),%eax
addl mat2(%edx,4),%eax
```

Determine the values of M and N based on this assembly code.

2. Consider the following array, where R , S , and T are constants declared with `#define`:

```
int A[R][S][T];
```

provide a formula for the location of array element $A[i][j][k]$.

3. Given the following structure and variable definitions,

```
struct customer {
    char lastName[15];
    char firstName[15];
    int customerNumber;
    struct {
        char phoneNumber[11];
        char address[50];
    }
```

```

    char city[15];
    char state[3];
    char zipCode[6];
} personal;
} customerRecord, *customerPtr;
customerPtr = &customerRecord;

```

write an expression that can be used to access the structure members in each of the following parts:

- A. Member lastName of structure customerRecord.
- B. Member lastName of the structure pointed to by customerPtr.
- C. Member firstName of structure customerRecord.
- D. Member firstName of the structure pointed to by customerPtr.
- E. Member customerNumber of structure customerRecord.
- F. Member customerNumber of the structure pointed to by customerPtr.
- G. Member phoneNumber of member personal of structure customerRecord.
- H. Member phoneNumber of member personal of the structure pointed to by customerPtr.
- I. Member address of member personal of structure customerRecord.
- J. Member address of member personal of the structure pointed to by customerPtr.
- K. Member city of member personal of structure customerRecord.
- L. Member city of member personal of the structure pointed to by customerPtr.
- M. Member state of member personal of structure customerRecord.
- N. Member state of member personal of the structure pointed to by customerPtr.
- O. Member zipCode of member personal of structure customerRecord.
- P. Member zipCode of member personal of the structure pointed to by customerPtr.

4. Consider the following structure declaration:

```

struct prob {
    int *p;
    struct {
        int x;
        int y;
    } s;
    struct prob *next;
};

```

This declaration illustrates that one structure can be embedded within another, just as arrays can be embedded within structures, and arrays can be embedded within arrays. The following procedure (with some expressions omitted) operates on this structure:

```

void sp_init(struct prob *sp)
{
    sp->s.x = _____;
    sp->p = _____;
    sp->next = _____;
}

```

- A. What are the offsets (in bytes) of the following fields?

p: _____
s.x: _____
s.y: _____
next: _____

- B. How many total bytes does the structure require?
C. The compiler generates the following assembly code for the body of `sp_init`:

```
# sp at %ebp+8
movl 8(%ebp), %eax
movl 8(%eax), %edx
movl %edx, 4(%eax)
leal 4(%eax), %edx
movl %edx, (%eax)
movl %eax, 12(%eax)
```

On the basis of this information, fill in the missing expressions in the code for `sp_init`.

5. Create union `integer` with members `char c`, `short s`, `int i` and `long b`. Write a program that inputs value of type `char`, `short`, `int` and `long` and stores the values in union variables of type `union integer`. Each union variable should be printed as a `char`, a `short`, an `int` and a `long`. Do the values always print correctly?

- **Welcome: Sean**

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