

Homework 4

100 Points

Bit Manipulation

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Extra Credit – Write a program that finds the largest prime number less than a given number. Implement a variation of the Sieve of Eratosthenes's algorithm that uses bit manipulation.

Grading

- | | |
|--|------|
| 1. Error checking (strtok, strtol) | – 10 |
| 2. Use macros with arguments | – 10 |
| 3. Solve all menu options (bit manipulation) | – 80 |

Sieve of Eratosthenes //Extra Credit

CIS 26B
Advanced C
Programming Assignments

A variation of Project 3, page 181

A theater stage has a set of computer controlled lights. There are 16 lights. A theater employee is working the lights, and you can assume that the on/off situation of the lights is entirely dependent on an unsigned short variable in your program. Your program which supplies the following menu:

- 0) turn off all lights
- 1) turn on all lights
- 2) turn on left stage lights (lights 11-15)
- 3) turn on center stage lights (lights 5-10)
- 4) turn on right stage lights (lights 0-4)
- 5) turn off left stage lights
- 6) turn off center stage lights
- 7) turn off right stage lights
- 8) overlay on/off pattern onto light configuration
- 9) quit the menu

Your program MUST:

- 1) Use the bit set/unset formulas as given in class.
- 2) Seek to reduce redundant code. You will find that some operations are related in this program and can therefore be combined to reduce code volume.
- 3) Use strtok to get user tokens. Assume whitespace (tabs or spaces) might surround any user response i.e. to the menu or a prompt which you supply.
- 4) Use strtol to convert strings (i.e. user responses to menu choices) to integers.
- 5) Perform complete user error-checking.
- 6) After each menu choice (except the "quit" choice), output the 32 bits representing on/off status to standard output.

Note: If the user chooses menu option 8, prompt him/her for a bit pattern and a starting bit from which to superimpose the bit pattern onto the current light configuration. For example, suppose the current light configuration is:

1111 1111 1111 1111

The user enters: **1001** 3 in response to the prompt after he chooses menu item 8. The resulting configuration will be:

1111 1111 1**1001** 1111 /* Thus 1001 is overlaid starting at bit 3 */

Menu choice 8 will require a different function than items 0-7. You must make sure that the given pattern is a valid bit string (use strtol() with base 2) and fits into the bit string given the starting location.