2.(要考虑符号吗？)

|  |  |  |
| --- | --- | --- |
| Decimal | Binary | Hexadecimal |
| 16 | 0001 0000 | 0x10 |
| 32 | 0010 0000 | 0x20 |
| 64 | 0100 0000 | 0x40 |
| 128 | 1000 0000 | 0x80 |
| 4096 | 0001 0000 0000 0000 | 0x1000 |
| 0 | 0000 0000 | 0x0 |
| 135 | 1000 0111 | 0x87 |
| 29 | 0001 1101 | 0x1d |
| 197 | 1100 0101 | 0xc5 |
| 66 | 0100 0010 | 0x42 |
| 138 | 1000 1010 | 0x8A |
| 6,796,017 | 0110 0111 1011 0010 1111 0001 | 0x67B2F1 |
| 23,035 | 0101 1001 1111 1011 | 0x59FB |

3.

|  |  |  |
| --- | --- | --- |
| Decimal | Binary | Hexadecimal |
| -1 | 1111 | 0xF |
| 6 | 0110 | 0x6 |
| -6 | 1010 | 0xA |
| 7 | 0111 | 0x7 |
| -8 | 1000 | 0x8 |
| -4 | 1100 | 0xC |
| -3 | 1101 | 0xD |
| -2 | 1110 | 0xE |

4.(a)

|  |  |
| --- | --- |
| -8 | 1000 |
| -7 | 1001 |
| -6 | 1110 |
| -5 | 1111 |
| -4 | 1100 |
| -3 | 1101 |
| -2 | 0010 |
| -1 | 0011 |
| 0 | 0000 |
| 1 | 0001 |
| 2 | 0110 |
| 3 | 0111 |
| 4 | 0100 |
| 5 | 0101 |
| 6 | 11010 |
| 7 | 11011 |
| 8 | 11000 |

5

(a)y : 10

(b)&n

(c)

int strncpy(char \*trg, char \*src, int n)

{

int i=0;

while(src[i]&&i<n)

trg[i] = src[i++];

if(!src[i]){

trg[i]=’\0’;

return i+1;

}

else Return n;

}

(d)5 5 3

(e) struct node \* reverse(struct node \*head)

{

while(head->next)

head = head->next;

retuen head;

}