

HW01.c

x

```
#include <stdio.h>

int main (int argc, const char * argv[]) {
    printf("Please input the long int\n");
    int firstNibble, secondNibble;
    long int x;
    //intake user input for the nibbles they are interested in
    scanf("%lx", &x);
    printf("Please input the two nibble indexes to swap\n");
    scanf("%i%i", &firstNibble, &secondNibble);
    long int y = 0x0;
    long int z = 0x0;
    long int firstMask = 0x0F;
    long int secondMask = 0x0F;
    long int mainMask = 0x0;
    //spits out the original hex value
    printf("The original hex value is: 0x%lx\n", x);
    //this gets you the first nibble of interest and places it in the new location
    y = ((x >> (firstNibble + firstNibble + firstNibble + firstNibble)) & 0x0F);
    y = y << ( (secondNibble + secondNibble + secondNibble + secondNibble));
    //this gets you the second nibble of interest and places it in the new location
    z = ((x >> (secondNibble + secondNibble + secondNibble + secondNibble)) & 0x0F);
    z = z << ( (firstNibble + firstNibble + firstNibble + firstNibble));
    //this concatenates the first and second nibbles with 0's in the remaining spots
    y = y | z;
    //this will get a 1111 in the first nibble's index
    firstMask = (firstMask << (firstNibble + firstNibble + firstNibble + firstNibble));
    //this will get a 1111 in the second nibble's index
    secondMask = (secondMask << (secondNibble + secondNibble + secondNibble + secondNibble));
    //this will concatenate the first and second masks and then invert it
    mainMask = (mainMask | firstMask);
    mainMask = (mainMask | secondMask);
    mainMask = (mainMask ^ 0xFFFFFFFFFFFFFFFF);
    //we then do an and operator to retain all values except where the main mask had 0's
    //the main mask had 0's where we wanted to update the values
    mainMask = (mainMask & x);
    //finally, we do an or operator with y and the main mask to update the 0 values inside
    //the main mask to be the newly updated values from y, giving us the updated 64 bit int
    y = (y | mainMask);
    printf("The updated hex value is now: 0x%lx\n", y);
    return 0;
}
```



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HW 01 - CS 261

Q2.

	Decimal	Binary	Hexadecimal
1	15	0b0000000000001111	0x000F
2	-15	0b1111111111110001	0xFFFF1
3	156	0b0000000010011100	0x009C
4	-4875	0b1110110011110101	0xECF5
5	13276	0b0011001111011100	0x33DC
6	-23140	0b1010010110011100	0xA59C
7	-694	0b111110101001010	0xFD4A
8	20987	0b010100011111011	0x51FB
9	7608	0b000110110111000	0x1DB8
10	-9926	0b110100100111010	0xD93A
11	8942	0b0010001011101110	0x22EE
12	7021	0b0001101101101101	0x1B6D

3.  $128 + 16 = 144 + 8 = 152 + 4 = 156 \rightarrow 0000000010011100$

4.  $-2^{15} + 2^{14} + 2^{13} + 2^{11} + 2^{10} + 2^7 + 2^6 + 2^5 + 2^4 + 2^2 + 2^0$

6.  $-2^{15} + 2^{13} + 2^{10} + 2^8 + 2^7 + 2^4 + 2^3 + 2^2$

~~7.  $-2^{14} + 2^{13} + 2^{10} + 2^8 + 2^7 + 2^6 + 2^4 + 2^3 + 2^2 + 2^1 + 2^0 = -16384 + 8192 + 1024 + 6544 + 256 + 128 + 64 + 32 + 16 + 8 = 694$~~

7.  $2^9 + 2^7 + 2^5 + 2^4 + 2^2 + 2^1 = 694$

$10000001010110110$  sign bit + 1  $111110101001110$

11.  $8192 (2^{13}) + 512 (2^9) + 128 (2^7) + 64 (2^6) + 32 (2^5) + 8 (2^3) + 4 (2^2) + 2 (2^1)$

$0010001011101110$

Q3.

	Decimal	Binary	Hex
1	18.125	0b00010010.00100000	0x12.20
2	-18.125	0b11101101.11100000	0xED.E0
3	-29.75	0b1110010.01000000	0xE2.40
4	-92.2148438	0b10100011.11001001	0xA3.C9
5	79.7109375	0b01001111.10110110	0x4F.B6
6	43.8125	0b00101011.11010000	0x2B.D0
7	124.625	0b01111100.10100000	0x7C.A0
8	-96.250	0b10011111.11000000	0x9F.C0
9	53.796875	0b00110101.11001100	0x35.CC
10	89.9375	0b01011001.11110000	0x59.F0
11	<del>102</del> 102.5625	0b01100110.10010000	0x66.90
12	114.21875	0b01110010.00110000	0x72.38

~~3. -128 + 64 + 32 + 9~~ + .25 = -28 + .25 = -27.75  
 4. -128 + 32 + 2 + 1 + .5 + .25 + 2<sup>-5</sup> + 2<sup>-3</sup> = -93 + .7515625  
 5. 64 + 8 + 4 + 2 + 1 + .5 + .125 + .0625 + 2<sup>-7</sup> + 2<sup>-1</sup>  
 6. 32 + 8 + 2 + 1 + .5 + .25 + .0625 = 43 + .8125  
 7. 64 + 32 + 16 = 96 + 16 = 112 + 8 = 120 + 4 = 124  
 8. ~~128 + 128~~ -128  
 9. 32 + 16 + 4 + 1 + .5 + .25 + .03125 + .015625  
 10. 64 + 16 + 8 + 1 + .5 + .25 + .125 + .0625  
     = 89 + .8125  
     
$$\begin{array}{r} .0625 \\ 89.8125 \\ \hline 89.875 \end{array}$$
  
 12. 64 + 32 + 16 + 2 + .125 + .0625 + .03125  
     114  
     
$$\begin{array}{r} .125 \\ .0625 \\ 114.1875 \\ + .03125 \\ \hline 114.21875 \end{array}$$