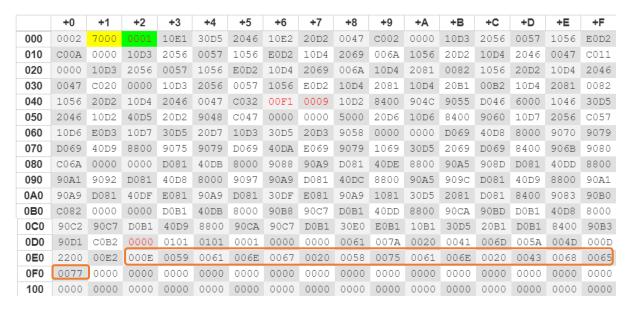
Test Case 1

Expected Output: Yang Xuan Chew

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
Yang Xuan Chev	/ ^

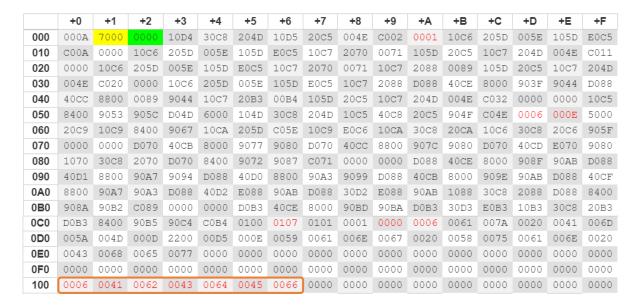
Memory Location



The red box, which is the memory locations, ranging from HEX 0E2 to HEX 0F0, store
the size of the string and the hexadecimal value of each character of my name. This
takes 15 spaces in the memory location.

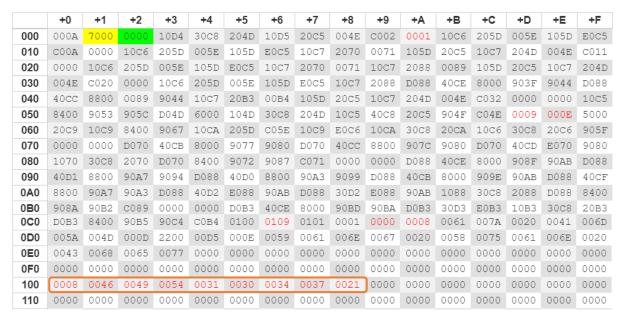
Test Case 1

• Input: AbCdEf



• The red box, which is the memory locations, ranging from HEX 100 to HEX 106, store the size of the input string (6) and the hexadecimal value of each character of the input. This takes 7 spaces in the memory location.

• Input: FIT1047!



• The red box, which is the memory locations, ranging from HEX 100 to HEX 108, store the size of the input string (8) and the hexadecimal value of each character of the input. This takes 9 spaces in the memory location.

Test Case 1

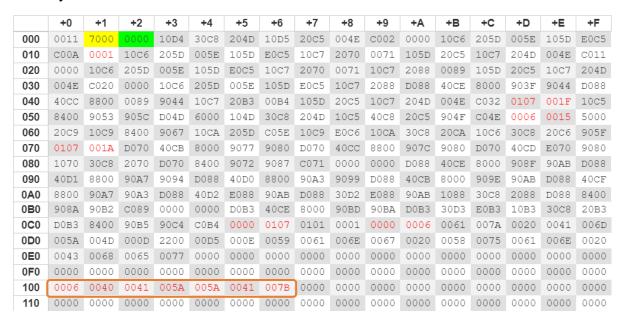
• Input: @AzZa{

• Expected Output: @AZZA {

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
	@AZZA{

Memory Location:



• The red box, which is the memory locations, ranging from HEX 100 to HEX 106, store the size of the input string (6) and the hexadecimal value of each character of the input. This takes 7 spaces in the memory location.

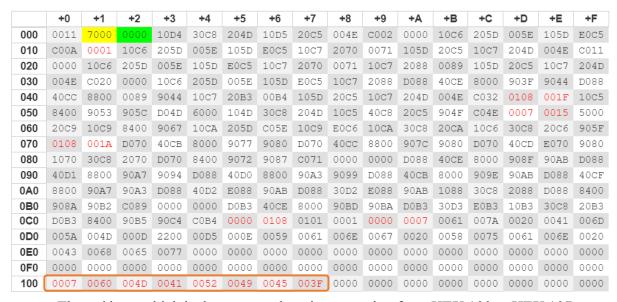
• Input: `MaRiE?

• Expected Output: `MARIE?

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
	`MARIE?

Memory Location:



• The red box, which is the memory locations, ranging from HEX 100 to HEX 107, store the size of the input string (7) and the hexadecimal value of each character of the input. This takes 8 spaces in the memory location.

Test Case 1

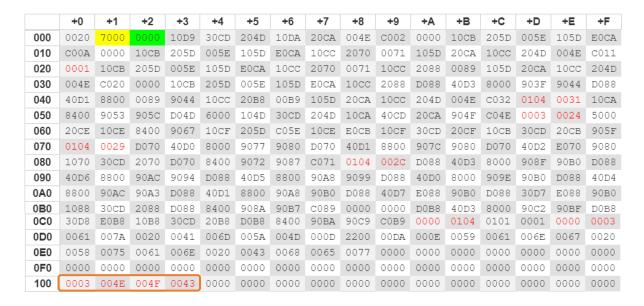
• Input: ABP

• Expected Output: NOC

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
	NOC

Memory Location:



• The red box, which is the memory locations, ranging from HEX 100 to HEX 103, store the size of the input string (3) and the hexadecimal value of each character of the input. This takes 4 spaces in the memory location.

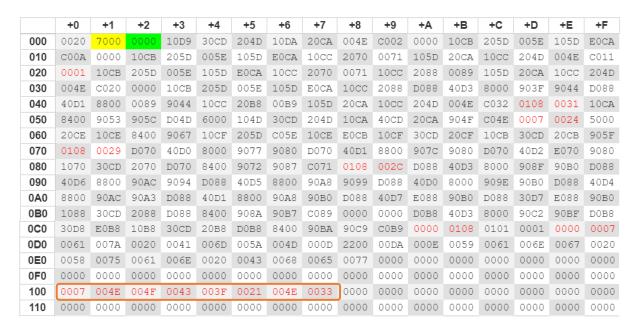
• Input: ABP?!a3

• Expected Output: NOC?!N3

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
	NOC?!N3

Memory Location:



• The red box, which is the memory locations, ranging from HEX 100 to HEX 107, store the size of the input string (7) and the hexadecimal value of each character of the input. This takes 8 spaces in the memory location.

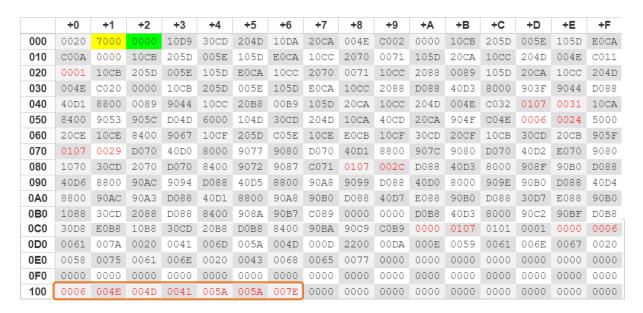
• Input: azNmM~

• Expected Output: NMAZZ~

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
	NMAZZ~

Memory Location:



• The red box, which is the memory locations, ranging from HEX 100 to HEX 106, store the size of the input string (6) and the hexadecimal value of each character of the input. This takes 7 spaces in the memory location.

Test Case 1

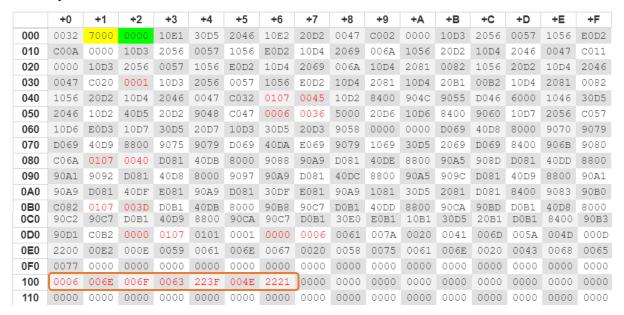
• Input: abp?A!

• Expected Output: noc∿N≰

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
	noc∿N∡

Memory Location:



• The red box, which is the memory locations, ranging from HEX 100 to HEX 106, store the size of the input string (6) and the hexadecimal value of each character of the input. This takes 7 spaces in the memory location. In this case, HEX104 and HEX106 are the locations for special characters (non-alphabets).

• Input: @AZ[`az{

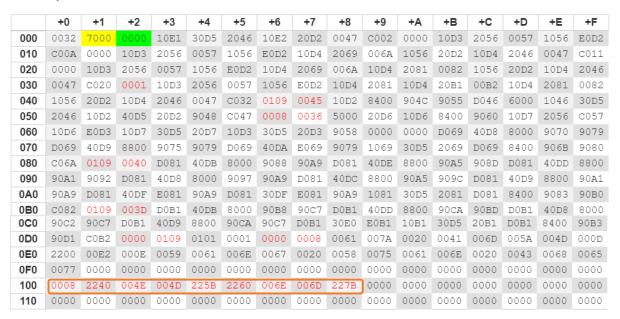
• Expected Output: ≀NM ± ≠ nm>

• Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) ✓

NM ±≠nm>

Memory Location:



• The red box, which is the memory locations, ranging from HEX 100 to HEX 108, store the size of the input string (8) and the hexadecimal value of each character of the input. This takes 9 spaces in the memory location. In this case, HEX101, HEX 104, HEX105, and HEX 108 are the locations for special characters (non-alphabets).

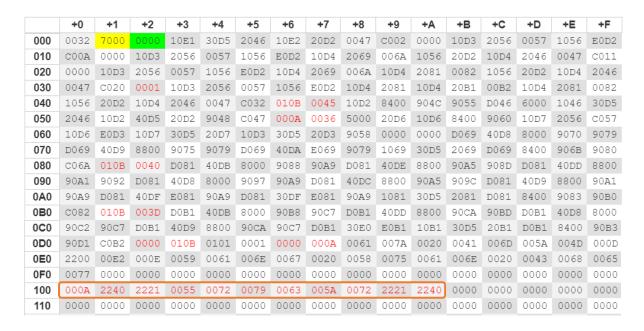
Input: @!HelpMe!@

Expected Output: ¿₄UrycZr₄¿

Actual Output:

OUTPUT MODE: UNICODE (UTF-16BE) V	
	≀∡UrycZr∡≀

Memory Location



• The red box, which is the memory locations, ranging from HEX 100 to HEX 10A, store the size of the input string (10) and the hexadecimal value of each character of the input. This takes 11 spaces in the memory location. In this case, HEX101, HEX 102, HEX109, and HEX 10A are the locations for special characters (non-alphabets).