

Quiz #8
Monday, June 5th

1. Circle one. Which of the following will correctly initialize the value of the Q32 fixed-point real variable “x” to 1.0?
 - a. Q32 x = 1.0 ;
 - b. Q32 x = 1 ;
 - c. Q32 x = Q32Ratio(1, 1) ;

2. Circle one. Which of the following is the correct hexadecimal representation of 1.0 as a Q32 number?
 - a. 0000000100000000₁₆
 - b. 0000000000000001₁₆

3. Variables x, y and z are Q32 numbers. Circle those C assignment statements that properly compute the intended result.
 - a. z = z + 1 ; // add 1 to z
 - b. z = x + y ; // z ← sum of x and y
 - c. z = x - y ; // z ← difference of x less y
 - d. z = x * y ; // z ← product of x and y
 - e. z = x / y ; // z ← quotient of x divided by y
 - f. z = x % y ; // z ← remainder of x divided by y
 - g. z = x << 2 ; // z ← 4*x
 - h. z = -x ; // z ← the negative of x

4. True/False: A printf statement in C can display the value of a Q32 variable using one of the standard format specifiers, such as %d, %u, etc.

False