CS 61C Spring 2010
Section 115/6

TA: Long Wei
Week 2 - Pointers

## Quick Review

N bits represent $2^{\mathrm{N}}$ things:
How many bits do you need to represent 768 things?
Kind men give terminal pets extra zebra yolk:
$2^{67}=$
With 8 bits, what are the bit patterns for the following? For the last row, what is the decimal value of the given bit pattern?

|  | Unsigned | Sign \& Magnitude | One's Complement | Two's Complement |
| :--- | :--- | :--- | :--- | :--- |
| -1 |  |  |  |  |
| MAX |  |  |  |  |
| MIN |  |  |  |  |
| $0 \times 83$ |  |  |  |  |

In general, with N bits the $\mathrm{max} / \mathrm{min}$ for unsigned is $\qquad$ , and for two's complement the max/min is $\qquad$ _.

What are the advantages and disadvantages of each integer representation?

Complete the following function convert () that takes an unsigned integer as an argument, and returns it's value when interpreted as a sign and magnitude number:

```
int convert(unsigned int signMag){
```

\}

## C details

int* p1, p2, p3, p4;
Did I just declare four pointers?
if ((5/4) * $100==125)$ printf("C can do math! \n");
Did it print?

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Pointers
Writing the function swap and complete its call.

```
int foo = 5;
int baz = 42;
swap( );
printf("foo is %d, baz is %d\n", foo, baz);
/* foo is 42, baz is 5 */
```

What is the output of the following program given this snapshot of memory?

| Variable (if any) |  | a | b | c | p |  |  |  |  | x | y |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Address | $\ldots$ | 171 | 172 | 173 | 174 | 175 | 176 | 177 | $\ldots$ | 655 | 656 | $\ldots$ |
| Initial Value |  | 15 | 19 | -5 | 171 | 0 | 255 | 4 |  | -1 | 8 |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |

```
int main(int argc, char * argv[]){
    int }\textrm{a}=3,\textrm{b}=144,\textrm{c}=170
    int *p;
```

```
int foo (int x, int * y){
```

int foo (int x, int * y){
*y = -12;
*y = -12;
return x + (int) y;
return x + (int) y;
printf("%d, %d, %d\n", *p, p, \&p); }
p = (int *) foo(a,\&C);
printf("%d, %d, %d\n", *p, p, \&p); void bar (int * x, int * y) {
bar(\&a, \&b); *x = *y;
printf("%d, %d, %d\n", a, b, c); *y = (int) \&y;
return 0; }
}

```

\section*{Bonus Question}

What does this function do?
```

int mystery (unsigned int n) {
int count = 8 * sizeof(int) ;
n ^= (unsigned int) - 1 ;
while (n) {
count-- ;
n \&= (n - 1) ;
}
return count ;
}

```
```

