\sim	•	•	-		•	
()	111	ck	ĸ	PV	P	W
v	UI.			•	•	* *

N bits represent 2^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				
0x83				

In gene	eral, with N bits the n	nax/min for ui	nsigned is	,	and for two	'S
comple	ement the max/min is		•			

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?
```

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?

		<u> </u>				1					
Variable (if any)	a	b	С	р					X	У	
Address	 171	172	173	174	175	176	177	•••	655	656	
Initial Value	15	19	-5	171	0	255	4		-1	8	

```
int foo (int x, int * y) {
int main(int argc, char * argv[]){
     int a = 3, b = 144, c = 170;
                                                *y = -12;
     int *p;
                                                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;
                                           }
}
```

Bonus Question

What does this function do?

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