Quick Review

 \overline{N} bits represent 2^N things: How many bits do you need to represent 150 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 general, with N bits the max/min for unsigned is ______, and for two's complement 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 outp	ut of the followir	ig program given	this snar	oshot of memory?
what is the outp	ut of the followin	iz prozram ziven	uns sna	shot of memory.

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

```
int main(int argc, char * argv[]){
                                         int foo (int x, int * y) {
     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);
                                          void bar (int * x, int * y) {
     printf("%d, %d, %d\n", *p, p, &p);
     bar(&a, &b);
                                                *x = *y;
     printf("%d, %d, %d\n", a, b, c);
                                                *y = (int) &y;
     return 0;
                                           }
}
```

