Q1) [10 Points] Negate the following nibble binary/hex numbers, or write N/A if not possible.
Remember to write your answer in the appropriate base. (A nibble is 4 bits)

| (Unsigned) <br> 0 b 0101 | $($ Bias $=-7)$ <br> 0 b 0100 | (Bias $=-7)$ <br> $0 \times F$ | (Two's Comp) <br> 0 b 1100 | (Two's Comp) <br> $0 \times \mathrm{A}$ |
| :---: | :---: | :---: | :---: | :---: |
| Ob N/A | 0 b 1010 | $\mathbf{0 x}$ N/A | 0 b 0100 | $\mathbf{0 x} 6$ |

Q2) [6 Points] Which of the following sums will yield an arithmetically incorrect result when computed with two's complement nibbles?

| Correct $\bigcirc$ Incorrect $\bigcirc$ | Correct $\bigcirc$ Incorrect $\bigcirc$ | Correct $\bigcirc$ Incorrect $\bigcirc$ |
| :---: | :---: | :---: |
| $\mathbf{0 x D}+\mathbf{0 x E}+\mathbf{0 x F}$ | $\mathbf{0 x 7}+\mathbf{0 x 8}$ | $\mathbf{0 x 3}+\mathbf{0 x 5}$ |

Q3) [12 Points] For each of the following representations, what is the fewest number of bits needed to cover the given range, which is inclusive of the endpoints (e.g., [1, 4] is the numbers $1,2,3$ and 4 ). Write "N/A" if it is impossible. For the Bias Value (final value = unsigned + bias value), we'll let YOU specify whatever offset you wish to minimize the total number of bits needed for the Bias encoding.

| Range | Unsigned | One's Comp | Two's <br> Comp | Sign\&Mag | Bias | Bias Value |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $[0,10]$ | 4 | 5 | 5 | 5 | 4 | 0 |
| $\left[\begin{array}{cc}\text {-4, }\end{array}\right]$ | N/A | 4 | 3 | 4 | 2 | -4 |
| $\left[\begin{array}{ll}4 & 4\end{array}\right]$ | 3 | 4 | 4 | 4 | 2 | 1 |

For this page, assume all mallocs are successful, all necessary libraries are \#included, and any heap accesses outside what the program allocates is a segmentation fault.

| Q4) [12 Points] Which of the following are possible, if perhaps unlikely, results of attempting to compile and run this code? (select | - Compilation error due to invalid |
| :---: | :---: |
| ALL that apply) | - Runtime typecasting error |
| ```int main() { int32_t *str = (int32_t *) malloc(sizeof(int32_t) * 3); printf("%s", (char *) str); // A char is 8 bits. return 0;``` | A segmentation fault <br> The program prints the empty string The program prints CS61C |
| \} |  |


| Q5) [10 Points] Each of the following evaluate to an address in memory. In other words, they "point" somewhere. Where in memory do they point? |  |  |  |  | Q6) [10 Points] The program below runs through the array of strings, doing something to each of the characters and putting the results in the dest array. <br> What are the first 8 characters the program prints? (Note: The program DOES compile and run without error.) |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Code | Static | Stack | Heap |  |
| arr | $\bigcirc$ | - | $\bigcirc$ | $\bigcirc$ |  |
| arr[0] | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |  |
| dest | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | This |
| dest[0] | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $G 0 \quad B \quad E \quad A \quad R \quad S$ |
| \&arrPtr | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ | $\bigcirc$ |  |

// The ASCII values for 'A', 'B', etc. are 65, 66, ... $k \in \xi \in \xi=$ Important
 char *arr[] = \{"Go", "Bears"\};
int main() \{
char ${ }^{* *}$ arrPtr $=\mathrm{arr}$;
char *dest[2];
int j;
for (int $\mathbf{i}=0$; $\mathbf{i}<2$; $\mathbf{i + +}$ ) \{ char *currString = *arrPtr;
dest[i] = (char *) malloc(strlen(currString) + 1);
for ( $\mathrm{j}=0$; j < strlen(currString) ; j++) \{
dest[i][j] = currString[j] \& ~(1 << 5); // \& Hint: Focus on this line!
\}
dest[i][j] = '\0';
arrPtr++;
\}
printf("\%s \%s", dest[0], dest[1]);
\}

