

2. (2 points) assign a value to x and a value to y (you can specify them in binary) such that

a. $(x \ \&\& \ y)$ is evaluated to true and $(x \ \& \ y)$ is evaluated to false

b. How about the other way around?

3. [2 points] In C, like in many other languages, we need to declare a variable before we can use it. For instance, we have to declare `int x;` before we can use x. Why is that (state two reasons)?

-

-

4. [2 points] Suppose we have the following decimal number: -10

a) Write that number in an 8-bit binary number. To get full credit, show all the steps.

b) Translate the number you calculated in a) above to hexadecimal.

5. [2 points] Suppose x is an integer. We want to test whether the two most significant bits of x are 1 or not (i.e. the two left most bits), so we wrote the C expression:

```
if( .... )  
    { tests successful and the two bits are 1 }  
else  
    { means at least one bit of the two most significant bits is 1 }
```

What will you put between the parentheses in order to test that condition?

6. Suppose that we have the following number: 0xAA

a) [1 point] Write this number in binary:

b) [2 points] Suppose that this number is interpreted as unsigned number, what is the decimal equivalent (note: you don't have to write a final decimal number, you can leave it in the format of $2^x+2^y+ \dots$). To get full score, show all the steps.

c) [2 points] Suppose that this number is interpreted as signed number, what is the decimal equivalent (note: you don't have to write a final decimal number, you can leave it in the format of $2^x+2^y+ \dots$). To get full score, show all the steps.

7. [2 points] Suppose “a” is a pointer to unsigned integer (i.e. it was declared as *unsigned int * a;*) and points to the following array of unsigned integers: {1,1,2,2,3}.

How many times the body of the following loop will be executed? Justify

```
while( (*a++) & 0x1 ) { .... loop body .... }
```