1. (5 points) Circle the correct answer among the choices given. If you circle more than one answer, you will lose the grade of the corresponding question.

(A) The compiler is:
1. machine dependent 2. language dependent 3. both 4. none

(B) By seeing the number: 0xFA00700B we know for sure that it is:
1. signed int 2. unsigned int 3. single precision floating point 4. We do not know for sure

(C) Suppose we have a 32-bit machine. The size of “short int” is:
1. 4 bytes 2. 8 bytes 3. 2 bytes 4. Depends on the compiler

(D) Suppose we have a 64-bit machine. The size of “short int” is:
1. 4 bytes 2. 8 bytes 3. 2 bytes 4. Depends on the compiler.

(E) If we write a C program that includes a function call to a function that does not exist in the libraries and was not defined in our code. Then:
1. the compiler will complain 2. the assembler will complain
2. the linker will complain 3. the loader will complain

2. [4 points] Floating point variables take 4 bytes, same size as int variables. Yet, the range of numbers that float can present is much bigger than int. So, why don’t we just get rid of int in programming languages and just use float. (Your answer must not exceed 2 sentences).
3. [6 points] When we say we have a 64-bit machine. What does this mean? (State 3 implications to get full credit):
  •
  •
  •

4. Suppose we have the following decimal number: -11
   a) [3 points] Write that number in an 8-bit binary number. To get full credit, show all the steps.

   b) [2 points] Translate the number you calculated in a) above to hexadecimal.

5. [6 points] Suppose x is an integer. Write one C statement that multiplies x by 67 without using any multiplication operation. That is x *= 67; or x = x * 67; are not accepted. Also x = x+x+x+ … 67 times and the like will not be accepted (hint: think in terms of shifting and addition operations).
6. [10 points] The following C code initializes an array of 1000 elements with the numbers from 0 to 999. That is, first element of the array is initialized to 0, second element to 1, etc. Then it adds these numbers and puts the result in sum. Finally, it prints sum on the screen. The code has 5 mistakes. Indicate those mistakes and show how you can fix them. Put your answer in the table below the code.

```c
#include <stdio.h>

int main()
{
    unsigned char x;
    unsigned int * y;
    unsigned char sum;

    y = malloc(1000*sizeof(long));
    for( x = 0; x < 1000; x++)
        *(y + x ) = x;

    for( x = 0; x < 1000; x++)
        sum += y[x];

    printf("sum = %d\n", sum);

    free(y);

    return 0;
}
```

<table>
<thead>
<tr>
<th>Mistake description</th>
<th>Correct code</th>
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7. [2 points] In x86 assembly language, why can’t we move data (1, 2, 4, or 8 bytes) from one memory location to another memory location in one instruction?
8. Suppose we have the variable x declared as unsigned char and initialized to some value.
   a) [2 points] Write one C statement that sets the most significant bit to 1 without affecting
      the other bits.

   b) [4 points] Based on what you did in a) did x become a negative number? Justify

   c) [2 points] Assume x had its initial value (i.e. its value before you did step a above), write
      an if-statement in C that puts x to zero if its most significant bit is 1.

9. [4 points] Since pointers in 64-bit machines have the same size (8 bytes) no matter what they
    are pointing to, then why do we need to specify the type that the pointer is pointing to? State two
    reasons to get the full credit:
    •
    •