

CS246: Programming Paradigms
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Bits!

Convert to binary:

- | | | |
|-------|--------|-------------|
| 1. 9 | 3. 32 | 5. 0x6DEA12 |
| 2. 17 | 4. 0xA | 6. 07326 |

Convert from hexadecimal to octal and from octal to hexadecimal:

- | | | |
|-----------|-------------|-------------|
| 7. 0xAB38 | 9. 0xCAFE | 11. 0100000 |
| 8. 0x3333 | 10. 0275535 | 12. 0777777 |

Assume we can write binary numbers like this: 0b10011, for example, would be 19. (Other languages indeed allow this notation. And `gcc` also supports it as an extension to the language. But it's not in standard C.) Write what each of the following expressions equal. Use the same numerical base that the input (the part being shifted, if there is a shift) is given in.

- | | | |
|---------------------|---------------------|-------------------|
| 13. 0b0101 0b1010 | 17. 0xAB & 0x78 | 21. 0b011000 << 1 |
| 14. 0b0101 & 0b1010 | 18. 0x1 0xC | 22. 0b011000 >> 2 |
| 15. 0b1101 & 0b11 | 19. 0b1011 ^ 0b0110 | 23. 0x2 << 2 |
| 16. 0b1000 0b0010 | 20. 0b1010 ^ 0b1111 | 24. 0x3 << 2 |

Interpret the following bit patterns as 8-bit **signed** chars. Circle the larger number.

25. 0b00001000
0b00000100

26. 0b00000000
0b11111111

27. 0b00001111
0b11110000

28. 0b11111110
0b11111111

Let X be a 4-bit quantity. Solve for X If there are multiple solutions, any one solution will do.

29. $0b1100 \mid X = 0b1101$

30. $X \ll 2 = 0b0100$

31. $0b1101 \& X = 0b1001$