

**ECE 198JL First Midterm Exam
Spring 2013**

Tuesday, February 5th, 2013

| | | | |
|---------------------|--------------------------|--------------|-------|
| Name: _____ | | NetID: _____ | |
| Discussion Section: | | | |
| 10:00 AM | <input type="checkbox"/> | JD1 | _____ |
| 11:00 AM | <input type="checkbox"/> | JD2 | _____ |
| | | | |
| 2:00 PM | <input type="checkbox"/> | JD3 | _____ |
| 4:00 PM | <input type="checkbox"/> | JD4 | _____ |

- Be sure your exam booklet has 9 pages.
- Be sure to write your name and lab section on each exam page.
- Do not tear the exam booklet apart; you can only detach the last page.
- We have provided an ASCII table at the back.
- Use backs of pages for scratch work if needed.
- This is a closed book exam. You may not use a calculator.
- You are allowed one handwritten 8.5 x 11" sheet of notes.
- Absolutely no interaction between students is allowed.
- Be sure to clearly indicate any assumptions that you make.
- The questions are not weighted equally. Budget your time accordingly.
- Don't panic, and good luck!

| | | |
|-----------|-------------|-------|
| Problem 1 | 20 points: | _____ |
| Problem 2 | 20 points: | _____ |
| Problem 3 | 15 points: | _____ |
| Problem 4 | 25 points: | _____ |
| Problem 5 | 20 points: | _____ |
| <hr/> | | |
| Total | 100 points: | _____ |

Problem 1 (20 pts): Binary Representation

1. Convert the following decimal numbers to 8-bit 2's complement binary representation. Show your work.

| | | |
|--|--|--|
| <p>a) $63_{10} = \underline{0011\ 1111_2}$</p> <p>b) $-94_{10} = \underline{1010\ 0010_2}$</p> | <p style="text-align: center;">Odd?</p> <p>63 1 → (63-1)/2 = 31</p> <p>31 1 → (31-1)/2 = 15</p> <p>15 1 → (15-1)/2 = 7</p> <p>7 1 → (7-1)/2 = 3</p> <p>3 1 → (3-1)/2 = 1</p> <p>1 1 → Done</p> | <p style="text-align: center;">Odd?</p> <p>94 0 → 94/2 = 47</p> <p>47 1 → (47-1)/2 = 23</p> <p>23 1 → (23-1)/2 = 11</p> <p>11 1 → (11-1)/2 = 5</p> <p>5 1 → (5-1)/2 = 2</p> <p>2 0 → 2/2 = 1</p> <p>1 1 → Done</p> <hr style="border: 0.5px solid black;"/> <p style="text-align: center;">$94_{10} = 0101\ 1110_2$</p> <p style="text-align: center;">$1010\ 0001_2$</p> <p style="text-align: center;">$\underline{1010\ 0010_2} = -94_{10}$</p> |
|--|--|--|

2. Convert the following 2's complement binary number to decimal. Show your work.

Negative

↳ $10010010_2 = \underline{-110_{10}}$

01101101_2

$01101111_2 = 2^6 + 2^5 + 2^3 + 2^2 + 2^1 = 64 + 32 + 8 + 4 + 2 = 110_{10}$

3. Convert the following decimal number to 32-bit floating point binary representation. Show your work.

$-2.0625 = \underline{1\ 1000\ 0060\ 0060\ 1000\ 0000\ 0000\ 0000\ 0000}$

S = 1

$0.0625 \times 2 = 0.1250 \rightarrow 0$

$0.1250 \times 2 = 0.2500 \rightarrow 0$

$0.2500 \times 2 = 0.5000 \rightarrow 0$

$0.5000 \times 2 = 1.0000 \rightarrow 1$

$1.0000_2 \times 2^1_{10}$

↳ Fraction = 0000 1000 0000 0000 0000 0000

↳ Exponent = $1_{10} + 127_{10} = 128_{10} = 1000\ 0000_2$ (Unsigned)

$2.0625_{10} = 10.0001_2 = 1.00001_2 \times 2^1_{10}$ (Unsigned)

4. Convert the following 32-bit binary pattern to the corresponding decimal representation of IEEE 754 floating point number. Show your work.

$\left. \begin{array}{l} \text{Exponent} \\ 010000100 \end{array} \right\} \left. \begin{array}{l} \text{Fraction} \\ 000000100000000000000000 \end{array} \right\} = \underline{32.25}$

$\left. \begin{array}{l} \downarrow \\ 2^7 + 2^2 \\ = 128 + 4 \\ = 132 \end{array} \right\} \left. \begin{array}{l} \downarrow \\ 1.0000\ 0010_2 \\ = 1 + 2^{-7} \end{array} \right\}$

$N = (-1)^S \times 1.\text{Fraction} \times 2^{\text{Exp} - 127}$

$= (-1)^0 \times 1.0000\ 0010_2 \times 2^{132 - 127} = (1 + 2^{-7}) \times 2^5 = 2^5 + 2^{-2} = 32 + \frac{1}{4} = 32 + 0.25 = 32.25$

Problem 2 (20 pts): Operations on Binary Numbers

1. Compute the following arithmetic operations on eight-bit 2's complement numbers. Express your answer as an 8-bit 2's complement number. Indicate if it has an overflow by circling the corresponding YES or NO.

a) $00110011 + 00010100 = \underline{0100\ 0111}$ Overflow? YES NO
$$\begin{array}{r} 0011\ 0011 + \\ 0001\ 0100 \\ \hline 0100\ 0111 \end{array}$$

b) $01101010 - 10111001 = \underline{011\ 0001}$ Overflow? YES NO
$$\begin{array}{r} 0110\ 1010 + \\ 0100\ 0111 \\ \hline 1011\ 0001 \end{array}$$

c) $10110101 + 10111100 = \underline{0111\ 0001}$ Overflow? YES NO
$$\begin{array}{r} 1011\ 0101 + \\ 1011\ 1100 \\ \hline 01110001 \end{array}$$

d) $10111111 - 10111100 = \underline{0000\ 0011}$ Overflow? YES NO
$$\begin{array}{r} 1011\ 1111 + \\ 01000111 \\ \hline 01000100 \end{array}$$

e) $01010100 + 00101010 = \underline{0111\ 1110}$ Overflow? YES NO
$$\begin{array}{r} 0101\ 0100 + \\ 0010\ 1010 \\ \hline 0111\ 1110 \end{array}$$

2. For the three eight-bit binary numbers, A = 101, B = 110, and C = 011, give the result of the following bitwise logical operations.

a) (A AND B) OR C = 111
$$\begin{array}{r} 101 \text{ AND} \\ 110 \\ \hline 100 \end{array} \quad \begin{array}{r} 100 \text{ OR} \\ 011 \\ \hline 111 \end{array}$$

b) (A OR B) AND C = 011
$$\begin{array}{r} 101 \text{ OR} \\ 110 \\ \hline 111 \end{array} \quad \begin{array}{r} 111 \text{ AND} \\ 011 \\ \hline 011 \end{array}$$

3. When subtracting 0.3 from 100.0 using 32-bit floating point representation, the result is 99.699997 (x42c76666) instead of 99.7. Explain why this happens.

With 32-bit floating point representation we cannot represent the number 99.7 exactly, we need to round its representation to the available number of bits for the fraction (23 bits).

Problem 3 (15 pts): Codes, Error Detection and Correction

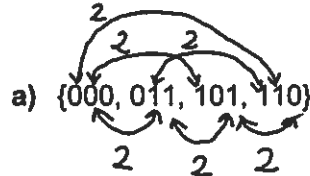
1. If a code has distance $d = 5$, then it can detect up to how many errors?

Answer: $d - 1 = 4$

2. If a code has distance $d = 6$ then it can correct up to how many errors?

Answer: $\lfloor \frac{d-1}{2} \rfloor = \lfloor \frac{6-1}{2} \rfloor = \lfloor 2.5 \rfloor = 2$

3. Specify the distance of each of the following codes



a) {000, 011, 101, 110}

distance = 2

b) 7-bit ASCII code

distance = 1

4. For **7-bit** ASCII characters 'B' and 'C' write in binary their corresponding 8-bit **odd** parity representations. (Put parity bit in front of 7-bit ASCII representation.)

a) 'B' = 1 100 0010 'B' = $42_{16} = 100\ 0010_2$

b) 'C' = 0 100 0011 'C' = $43_{16} = 100\ 0011_2$

5. For **7-bit** ASCII characters ~~'&'~~ and '3' write in binary their corresponding 8-bit **even** parity representations. (Put parity bit in front of 7-bit ASCII representation.)

a) '&' = 1 010 0110 '&' = $26_{16} = 010\ 0110_2$

b) '3' = 0 011 0011 '3' = $33_{16} = 011\ 0011_2$

Problem 4 (25 pts): C program analysis *First 6 user entries: Smallest #: -7, 2nd smallest #: -4*

Consider the following "mystery" C program, to which the inputs 5, 44, 67, -4, 11, -7, 60, 55 will be given until the program terminates. (Note that the program may not scan all of those values.) For this problem, analyze and execute the program in your head (you can make notes on this page or on the scratch pages if needed) to find the results of the computation.

```

/* mystery.c */

#include <stdio.h>

#define A_VAL 6
#define MAX_VAL 9999

int main()
{
    int ii;
    int value;
    int value1 = MAX_VAL;
    int value2 = MAX_VAL;

    for ( ii = 0; ii < A_VAL; ii = ii + 1 ) → This loop will execute 6 times
    {
        scanf("%d", &value); → Program will get first 6 user entries and store them in value sequentially
        if ( value < value1 )
        {
            value2 = value1; { If this compound statement executes in a given iteration we will have: value = value1 < value2
            value1 = value;
        }
        else
        if ( value < value2 )
        {
            value2 = value; If this statement executes in a given iteration we will have value1 ≤ value2 = value
        }

        /* CHECKPOINT FOR PART 1 */
        → Thus, loop gets first 6 user entries and stores smallest entry in value1, second smallest entry in value2
        printf("The output value is %d\nGoodbye!", value2);

        return 0;
    }
}

```

↓
-4

1. At the location in the program marked "CHECKPOINT FOR PART 1", determine and list the current values of the variables for each time that the program reaches that checkpoint. Fill in only as many rows as needed below.

| | | | | | | | |
|------|---|---------|----|----------|----|----------|------|
| ii = | 0 | value = | 5 | value1 = | 5 | value2 = | 9999 |
| ii = | 1 | value = | 44 | value1 = | 5 | value2 = | 44 |
| ii = | 2 | value = | 67 | value1 = | 5 | value2 = | 44 |
| ii = | 3 | value = | -4 | value1 = | -4 | value2 = | 5 |
| ii = | 4 | value = | 11 | value1 = | -4 | value2 = | 5 |
| ii = | 5 | value = | -7 | value1 = | -7 | value2 = | -4 |
| ii = | | value = | | value1 = | | value2 = | |
| ii = | | value = | | value1 = | | value2 = | |

2. Write down EXACTLY the formatted text that will be printed on the terminal screen by the final `printf` statement in the program.

The output value is -4
Goodbye!

3. Complete the following sentence to describe the computational task performed by this "mystery" program.

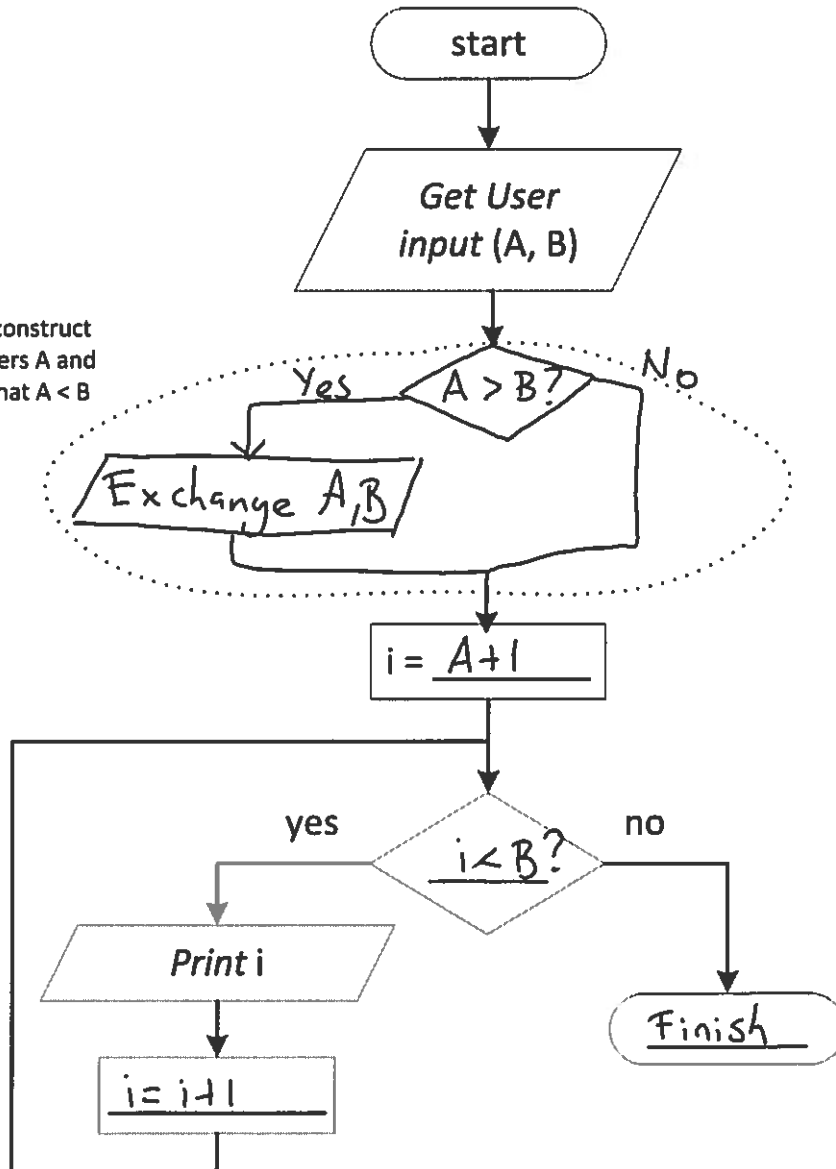
The "mystery.c" program finds the two smallest numbers
of a series of Six [tell how many] integer input values.

Problem 5 (20 pts): Programming in C

Write a program that asks user to enter two integer numbers and outputs the sequence of integer numbers in between. For example, for inputs 2 and 5, the numbers in between are 3 and 4. *Note that user inputs may not be ordered.* That is, user can either enter 2 and 5, or 5 and 2 as two input numbers, and the program still should produce the correct sequence of numbers: 3 and 4.

1. Fill in the missing parts in the flowchart below.

Draw flowchart construct for putting numbers A and B in order such that $A < B$



2. Fill in missing lines of code to complete the program.

```
#include <stdio.h>

int main()
{
    int A, B;
    int tmp, i;

    printf("Enter two integer numbers: ");
    scanf("%d %d", &A, &B);

    /* put the inputs in the correct order, A<B */
    if (A > B)
    {
        tmp = A;
        A = B;
        B = tmp;
    }

    /* output the numbers in between A and B */
    for (i = A+1; i < B; i = i+1)
    {
        printf("%d\n", i);
    }

    return 0;
}
```


Table of ASCII Characters

| Char | Dec | Hex | Char | Dec | Hex | Char | Dec | Hex | Char | Dec | Hex |
|-------|-----|-----|------|-----|-----|------|-----|-----|-------|-----|-----|
| (nul) | 0 | 00 | (sp) | 32 | 20 | @ | 64 | 40 | ` | 96 | 60 |
| (soh) | 1 | 01 | ! | 33 | 21 | A | 65 | 41 | a | 97 | 61 |
| (stx) | 2 | 02 | " | 34 | 22 | B | 66 | 42 | b | 98 | 62 |
| (etx) | 3 | 03 | # | 35 | 23 | C | 67 | 43 | c | 99 | 63 |
| (eot) | 4 | 04 | \$ | 36 | 24 | D | 68 | 44 | d | 100 | 64 |
| (enq) | 5 | 05 | % | 37 | 25 | E | 69 | 45 | e | 101 | 65 |
| (ack) | 6 | 06 | & | 38 | 26 | F | 70 | 46 | f | 102 | 66 |
| (bel) | 7 | 07 | ' | 39 | 27 | G | 71 | 47 | g | 103 | 67 |
| (bs) | 8 | 08 | (| 40 | 28 | H | 72 | 48 | h | 104 | 68 |
| (ht) | 9 | 09 |) | 41 | 29 | I | 73 | 49 | i | 105 | 69 |
| (nl) | 10 | 0a | * | 42 | 2a | J | 74 | 4a | j | 106 | 6a |
| (vt) | 11 | 0b | + | 43 | 2b | K | 75 | 4b | k | 107 | 6b |
| (np) | 12 | 0c | , | 44 | 2c | L | 76 | 4c | l | 108 | 6c |
| (cr) | 13 | 0d | - | 45 | 2d | M | 77 | 4d | m | 109 | 6d |
| (so) | 14 | 0e | . | 46 | 2e | N | 78 | 4e | n | 110 | 6e |
| (si) | 15 | 0f | / | 47 | 2f | O | 79 | 4f | o | 111 | 6f |
| (dle) | 16 | 10 | 0 | 48 | 30 | P | 80 | 50 | p | 112 | 70 |
| (dc1) | 17 | 11 | 1 | 49 | 31 | Q | 81 | 51 | q | 113 | 71 |
| (dc2) | 18 | 12 | 2 | 50 | 32 | R | 82 | 52 | r | 114 | 72 |
| (dc3) | 19 | 13 | 3 | 51 | 33 | S | 83 | 53 | s | 115 | 73 |
| (dc4) | 20 | 14 | 4 | 52 | 34 | T | 84 | 54 | t | 116 | 74 |
| (nak) | 21 | 15 | 5 | 53 | 35 | U | 85 | 55 | u | 117 | 75 |
| (syn) | 22 | 16 | 6 | 54 | 36 | V | 86 | 56 | v | 118 | 76 |
| (etb) | 23 | 17 | 7 | 55 | 37 | W | 87 | 57 | w | 119 | 77 |
| (can) | 24 | 18 | 8 | 56 | 38 | X | 88 | 58 | x | 120 | 78 |
| (em) | 25 | 19 | 9 | 57 | 39 | Y | 89 | 59 | y | 121 | 79 |
| (sub) | 26 | 1a | : | 58 | 3a | Z | 90 | 5a | z | 122 | 7a |
| (esc) | 27 | 1b | ; | 59 | 3b | [| 91 | 5b | { | 123 | 7b |
| (fs) | 28 | 1c | < | 60 | 3c | \ | 92 | 5c | | 124 | 7c |
| (gs) | 29 | 1d | = | 61 | 3d |] | 93 | 5d | } | 125 | 7d |
| (rs) | 30 | 1e | > | 62 | 3e | ^ | 94 | 5e | ~ | 126 | 7e |
| (us) | 31 | 1f | ? | 63 | 3f | _ | 95 | 5f | (del) | 127 | 7f |