

Problem 1. (16 points):

Consider the following assembly code for a C for loop:

```
loop:  
    pushl %ebp  
    movl %esp,%ebp  
    pushl %esi  
    pushl %ebx  
    movl 8(%ebp),%esi  
    xorl %ecx,%ecx  
    subl %ebx,%ebx  
    movl $1,%edx  
.L1    leal (%edx,%ebx,1),%eax  
    movl %edx,%ebx  
    movl %eax,%edx  
    incl %ecx  
    cmpl %esi,%ecx  
    jl .L1  
    movl %ebx,%eax  
    popl %ebx  
    popl %esi  
    leave  
    ret
```

Based on the assembly code above, fill in the blanks below in its corresponding C source code. (Note: besides constants, you may only use the symbolic variables *i*, *n*, *x*, *y* and *result* in your expressions below — *do not use register names*.) Each correct response is worth 2 points.

```
int loop(int n)  
{  
    int i = _____;    int result = _____;    int x = _____;  
    do {  
        int y = _____;  
        _____;  
        _____;  
        _____;  
    }    while ( _____ );  
    return result;  
}
```

Problem 2. (16 points):

The following procedure takes a single-precision floating point number in IEEE format and prints out information about what category of number it is. Fill in the missing code so that it performs this classification correctly. Each correct entry is worth 3 points.

```
void classify_float(float f)
{
    /* Unsigned value u has same bit pattern as f */
    unsigned u = *(unsigned *) &f;
    /* Split u into the different parts */
    int sign = (u >> 31) & 0x1;           //The sign bit

    int exp = (u >> 23) & 0xFF;        //The exponent field

    int frac = (u & 0x7FFFFFF);       //The fraction field

    /* The remaining expressions can be written in terms of the
     values of sign, exp, and frac */

    if (_____)
        printf("Plus or minus zero\");

    else if (_____)
        printf("Nonzero, denormalized\");

    else if (_____)
        printf("Plus or minus infinity\");

    else if (_____)
        printf("NaN\");

    else if (_____)
        printf("Greater than -1.0 and less than 1.0\");

    else if (_____)
        printf("Less than or equal to -1.0\");
    else
        printf("Greater than or equal to 1.0\");
}
```

Answers:

Prob 1 Taken from the textbook page 159.

```
int loop(int n)
{
    int i = 0;
    int result = 0;
    int x = 1;

    do {
        int y = result + x;

        result = x;
        x = y;

        i++;
    } while ( i < n );

    return result;
}

(from p159... a fib function)
```

Prob 2: The answers are given in order of the slots in the program.

```
(u >> 23) & 0xFF
u & 0x7FFFFFF
(exp == 0 && frac == 0)
(exp == 0)
(exp == 0xFF && frac == 0)
(exp == 0xFF)
(exp <= 126)
(sign == 1)
```