

EECS 10: Computational Methods in Electrical and Computer Engineering

Lecture 10

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Lecture 10.1: Overview

- File Processing
 - Introduction
 - Standard input and output streams
 - File streams, I/O
 - Standard library functions in `stdio.h`
 - Program example `PhotoLab.c`

File Processing

- Introduction
 - Up to now, all data processed is available only during program run time
 - At program completion, all data is lost
 - *Persistent data* is stored even after a program exits
 - Persistent data is stored in files...
 - ... on the harddisk
 - ... on a removable disk (CD, memory stick, ...)
 - ... on a tape, ...
 - Input and output from/to files is organized as *I/O streams*

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3

File Processing

- I/O Streams
 - Standard I/O streams (opened by the system)
 - `stdin` standard input stream (i.e. `scanf()`)
 - `stdout` standard output stream (i.e. `printf()`)
 - `stderr` standard error stream (i.e. `perror()`)
 - File I/O streams (explicitly opened by a program)
 - Open a file `fopen()`
 - Write data to a file `fprintf()`, `fputs()`, etc.
 - Read data from a file `fscanf()`, `fgets()`, etc.
 - Close a file `fclose()`
 - In C, all I/O functions are ...
 - ... declared in header file `stdio.h`
 - ... implemented in the standard C library

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4

Standard I/O Functions

- Functions declared in `stdio.h` (part 1/4)
 - `int printf(const char *fmt, ...);`
 - `int scanf(const char *fmt, ...);`
 - formatted output/input to/from stream `stdin/stdout`
 - `int sprintf(char *s, const char *fmt, ...);`
 - `int sscanf(const char *s, const char *fmt, ...);`
 - formatted output/input to/from a string `s`
 - `int getchar(void);`
 - `int putchar(int c);`
 - input/output of a single character to/from stream `stdin/stdout`
 - `char *gets(char *s);`
 - `int puts(const char *s);`
 - input/output of strings to/from stream `stdin/stdout`

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5

Standard I/O Functions

- Functions declared in `stdio.h` (part 2/4)
 - `typedef __FILE FILE;`
 - opaque type for a file handle
 - `FILE *fopen(const char *n, const char *m);`
 - open file named `n` for input ("`r`"), output ("`w`"), or append ("`a`")
 - returns a file handle, or `NULL` in case of an error
 - `int fclose(FILE *f);`
 - closes an open file handle
 - `int fprintf(FILE *f, const char *fmt, ...);`
 - `int fscanf(FILE *f, const char *fmt, ...);`
 - `int fgetc(FILE *f);`
 - `char *fgets(char *s, int n, FILE *f);`
 - `int fputc(int c, FILE *f);`
 - `int fputs(const char *s, FILE *f);`
 - input/output functions from/to stream `f`
 - `int fflush(FILE *f);`
 - flushes any unwritten data from a buffer into the file

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6

Standard I/O Functions

- Functions declared in `stdio.h` (part 3/4)
 - `typedef unsigned int size_t;`
 - type for size of a block of memory (number of bytes)
 - `size_t fread(void *p, size_t s, size_t n, FILE *f);`
 - binary input to memory location `p` for `n` times `s` bytes from file `f`
 - `size_t fwrite(const void *p, size_t s, size_t n, FILE *f);`
 - binary output from memory location `p` for `n` times `s` bytes to file `f`
 - `long ftell(FILE *f);`
 - return the current position in file `f` (from beginning)
 - `int fseek(FILE *f, long pos, int w);`
 - move to position `pos` in file `f` (from beginning/current pos/end)
 - `void rewind(FILE *f);`
 - move to beginning of file `f`
 - `int feof(FILE *f);`
 - check if end of file `f` is reached

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7

Standard I/O Functions

- Functions declared in `stdio.h` (part 4/4)
 - `int ferror(FILE *f);`
 - returns the current error status for file `f`
 - `void perror(const char *prg);`
 - print current error for program `prg` to stream `stderr`
 - `int remove(const char *filename);`
 - delete file `filename`
 - `int rename(const char *old, const char *new);`
 - rename file `old` to new name `new`

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8

File Processing

- Program example: **PhotoLab**
 - Digital image manipulation
 - Read an image from a file
 - Manipulate the image in memory
 - Write the modified image to file
 - Portable Pixel Map (PPM) file format
 - Simple uncompressed file format for color images
 - Header section (including picture width, height)
 - Data section (pixel intensities for red, green, and blue)

```
P6
466 500
255
RGBRGBRGB...
```

File Processing

- Program example: **PhotoLab.c** (part 1/10)

```

/*****
/* PhotoLab.c: final assignment for EECS 10 in Summer'17 */
/*
/* modifications: (most recent first)
/* 07/24/17 RD adjusted for lecture usage
*****/

#include <stdio.h>
#include <stdlib.h>

/** global definitions */

#define WIDTH 466 /* image width */
#define HEIGHT 500 /* image height */
#define SLEN 80 /* max. string length */

...

```

File Processing

- Program example: PhotoLab.c (part 2/10)

```

...
/** function definitions */
/* write the RGB image to a PPM file */
/* (return 0 for success, >0 for error) */
int WriteImage(char Filename[SLEN],
               unsigned char R[WIDTH][HEIGHT],
               unsigned char G[WIDTH][HEIGHT],
               unsigned char B[WIDTH][HEIGHT])
{
    FILE *File;
    int x, y;
    File = fopen(Filename, "w");
    if (!File)
    {
        printf("\nCannot open file \"%s\"!\n", Filename);
        return(1);
    }
    ...

```

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11

File Processing

- Program example: PhotoLab.c (part 3/10)

```

...
fprintf(File, "P6\n");
fprintf(File, "%d %d\n", WIDTH, HEIGHT);
fprintf(File, "255\n");
for(y=0; y<HEIGHT; y++)
{
    for(x=0; x<WIDTH; x++)
    {
        fputc(R[x][y], File);
        fputc(G[x][y], File);
        fputc(B[x][y], File);
    }
}
if (ferror(File))
{
    printf("\nFile error while writing to file!\n");
    return(2);
}
fclose(File);
return(0); /* success! */
} /* end of WriteImage */
...

```

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12

File Processing

- Program example: PhotoLab.c (part 4/10)

```

...
/* read an RGB image from a PPM file  */
/* (return 0 for success, >0 for error) */

int ReadImage(char Filename[SLEN],
              unsigned char R[WIDTH][HEIGHT],
              unsigned char G[WIDTH][HEIGHT],
              unsigned char B[WIDTH][HEIGHT])
{
    FILE *File;
    char Type[SLEN];
    int Width, Height, MaxValue, x, y;
    File = fopen(Filename, "r");
    if (!File)
    {   printf("\nCannot open file \"%s\"!\n", Filename);
        return(1);
    }
    ...

```

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13

File Processing

- Program example: PhotoLab.c (part 5/10)

```

...
fscanf(File, "%79s", Type);
if (Type[0] != 'P' || Type[1] != '6' || Type[2] != 0)
{   printf("\nUnsupported file format!\n");
    return(2);
}
fscanf(File, "%d", &Width);
if (Width != WIDTH)
{   printf("\nUnsupported image width %d!\n", Width);
    return(3);
}
fscanf(File, "%d", &Height);
if (Height != HEIGHT)
{   printf("\nUnsupported image height %d!\n", Height);
    return(4);
}
...

```

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14

File Processing

- Program example: PhotoLab.c (part 6/10)

```

...
fscanf(File, "%d", &MaxValue);
if (MaxValue != 255)
{   printf("\nUnsupported maximum %d!\n", MaxValue);
    return(5);
}
if ('\n' != fgetc(File))
{   printf("\nCarriage return expected!\n");
    return(6);
}
for(y=0; y<HEIGHT; y++)
{   for(x=0; x<WIDTH; x++)
    {   R[x][y] = fgetc(File);
        G[x][y] = fgetc(File);
        B[x][y] = fgetc(File);
    }
}
...

```

File Processing

- Program example: PhotoLab.c (part 7/10)

```

...
if (ferror(File))
{   printf("\nFile error while reading from file!\n");
    return(7);
}
fclose(File);
return(0); /* success! */
} /* end of ReadImage */
...

```


File Processing

- Program example: PhotoLab.c (part 8/10)

```

...
/* modify the image... ;-) */

void ModifyImage(unsigned char R[WIDTH][HEIGHT],
                 unsigned char G[WIDTH][HEIGHT],
                 unsigned char B[WIDTH][HEIGHT])
{
    int x, y;

    for(y=0; y<HEIGHT; y++)
    {
        for(x=0; x<WIDTH; x++)
        {
            B[x][y] = (R[x][y] + G[x][y] + B[x][y]) / 5;
            R[x][y] = (unsigned char) (B[x][y]*1.6);
            G[x][y] = (unsigned char) (B[x][y]*1.6);
        }
    }
} /* end of ModifyImage */
...

```

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17

File Processing

- Program example: PhotoLab.c (part 9/10)

```

...
/** main program */

int main(void)
{
    /* image data */
    unsigned char R[WIDTH][HEIGHT];
    unsigned char G[WIDTH][HEIGHT];
    unsigned char B[WIDTH][HEIGHT];
    /* file name */
    char Filename[SLEN];

    ...
}

```

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18

File Processing

- Program example: PhotoLab.c (part 10/10)

```

...
printf("Enter input file name: ");
scanf("%79s", Filename);
if (ReadImage(Filename, R,G,B) != 0)
{ exit(10); }

/* modify the image */
ModifyImage(R, G, B);

printf("Enter output file name: ");
scanf("%79s", Filename);
if (WriteImage(Filename, R,G,B) != 0)
{ exit(10); }

return 0;
} /* end of main */

/* EOF */

```

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19

File Processing

- Example session: PhotoLab.c

```

% vi PhotoLab.c
% gcc PhotoLab.c -o PhotoLab -Wall -ansi
% PhotoLab
Enter input file name: Tomato.ppm
Enter output file name: OldPhoto.ppm
%

```

Tomato.ppm



OldPhoto.ppm



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20

Lecture 10.2: Overview

- Translation Units
 - Introduction
 - Compiler components
 - Preprocessor
 - Compiler
 - Linker
 - Modules
 - Program example **PhotoLab2**
 - Module **FileIO**
 - Module **Age**
 - Module **Main**

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21

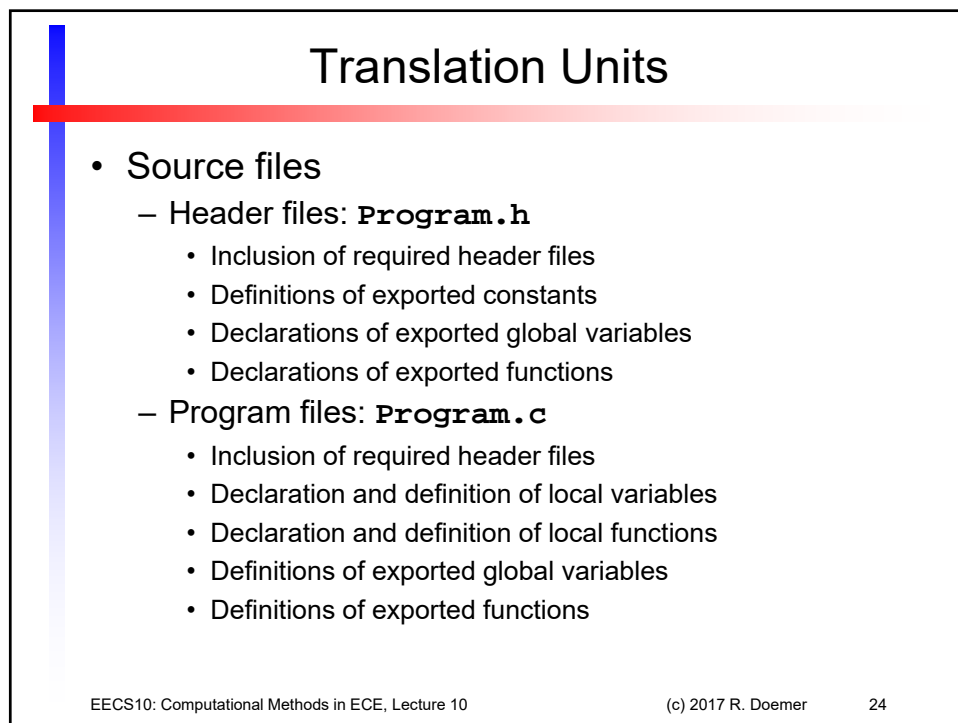
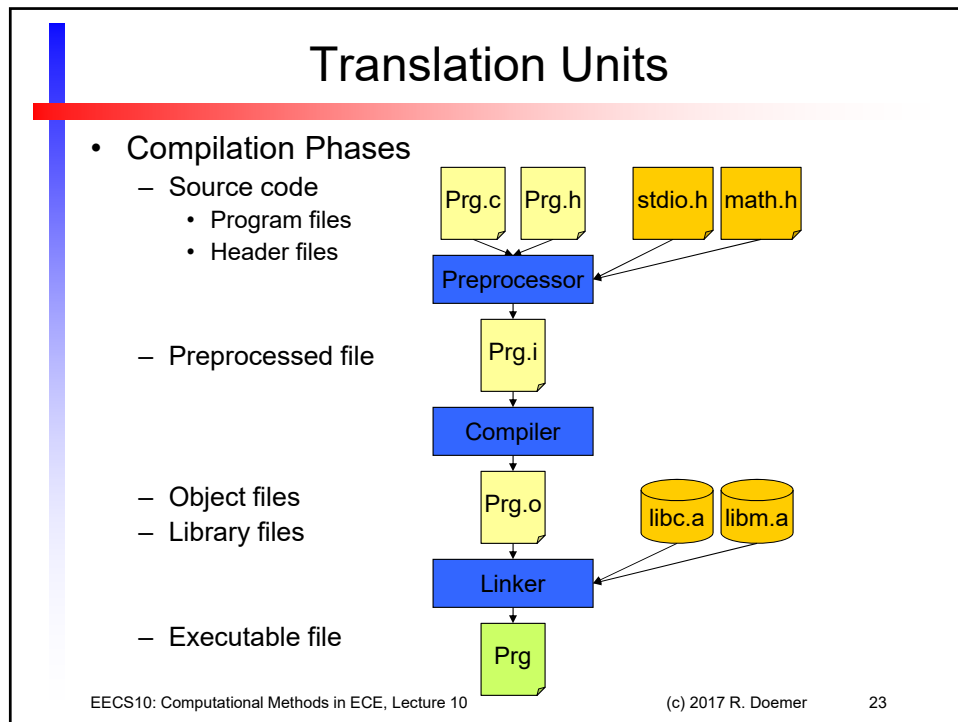
Translation Units

- Introduction
 - C compilation process is a sequence of phases
 1. Preprocessing (handle # directives)
 2. Scanning and parsing (generate internal data structure)
 3. Instruction generation (emit stream of CPU instructions)
 4. Assembly (generate binary object file)
 5. Linking (combine objects into executable file)
 - C compiler consists of separate components
 - Preprocessor (processes # directives)
 - Compiler (compiles and assembles code)
 - Linker (processes object files and libraries)

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22



Translation Units

- C Preprocessor
 - preprocesses source files
 - handles # directives
- Preprocessing Directives
 - Constant definition
 - Macro definition
 - Header file inclusion
 - Conditional compilation

```
#define WIDTH 466
```

```
#define ABS(x) (x>0 ? x : -x)
```

```
#include <stdio.h>
```

```
#define DEBUG /* comment out to turn debugging off */
...
#ifdef DEBUG
printf("value of x is now %d\n", x);
#endif
```

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25

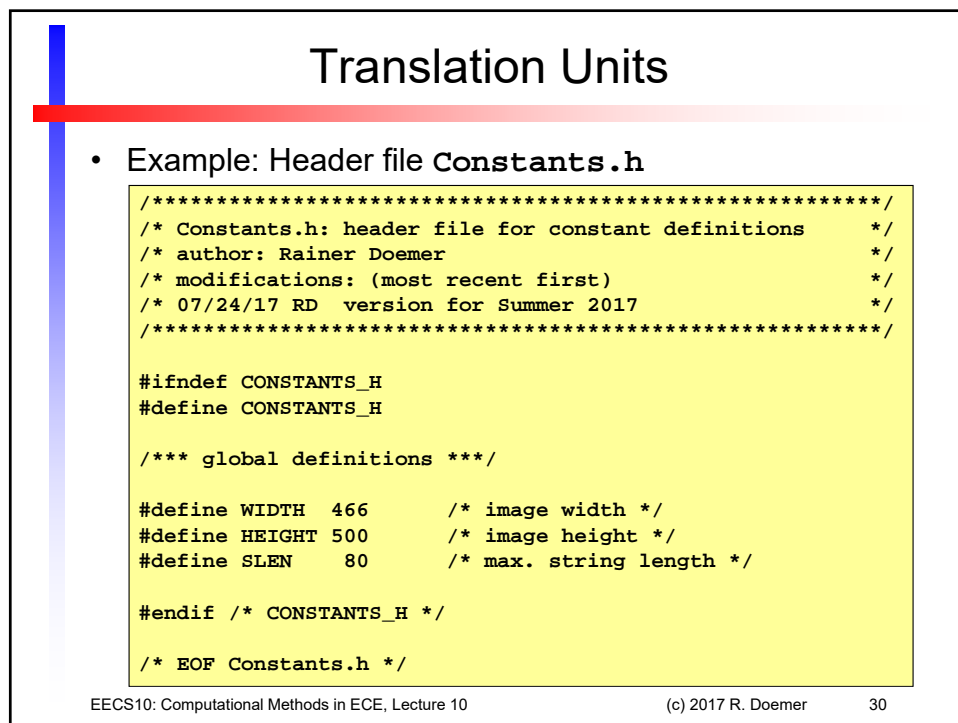
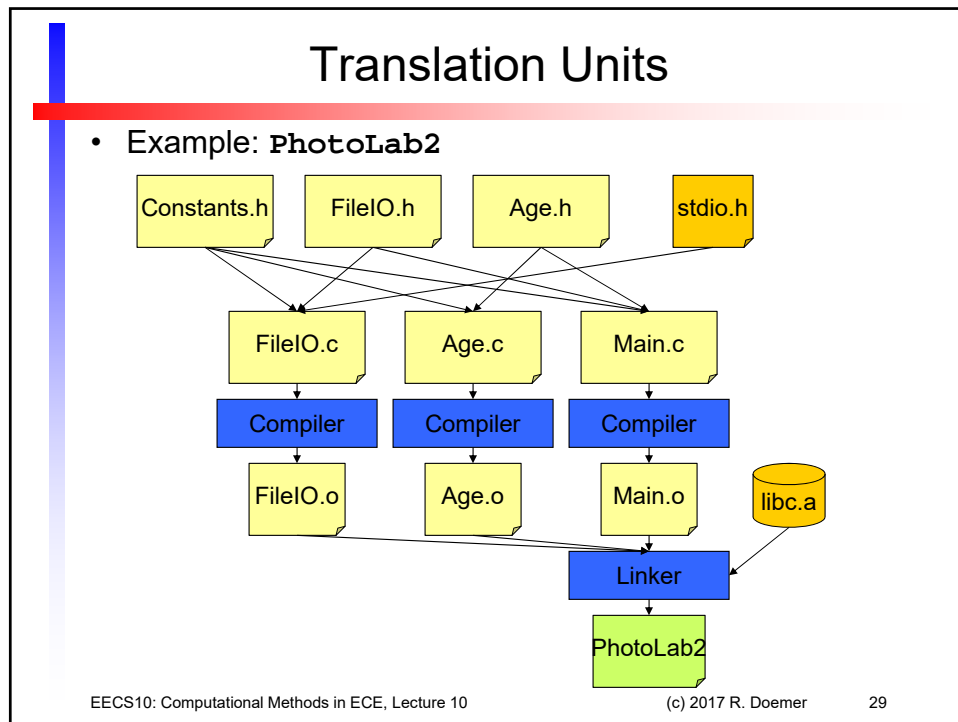
Translation Units

- Object files
 - **Program.o**
 - Compiled object code of source file **Program.c**
 - Use option **-c** in GNU compiler call to create object files
 gcc -c Program.c -o Program.o -Wall -ansi
 - **Library.a**
 - Archive of compiled object files
- Executable file
 - **Program**
 - Object files and libraries linked together into a complete file ready for execution
 - GNU compiler recognizes object files by **.o** suffix, so object files and libraries require no special option
 gcc Program.o -lc -lm -o Program

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26



Translation Units

- Example: Header file `FileIO.h`

```

/*****
/* FileIO.h: header file for I/O module */
/*****
#ifndef FILE_IO_H
#define FILE_IO_H

#include "Constants.h"

int ReadImage( /* read image from file */
    char Filename[SLEN],
    unsigned char R[WIDTH][HEIGHT],
    unsigned char G[WIDTH][HEIGHT],
    unsigned char B[WIDTH][HEIGHT]);

int WriteImage( /* write image to file */
    char Filename[SLEN],
    unsigned char R[WIDTH][HEIGHT],
    unsigned char G[WIDTH][HEIGHT],
    unsigned char B[WIDTH][HEIGHT]);

#endif /* FILE_IO_H */
/* EOF FileIO.h */

```

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Translation Units

- Example: Program file `FileIO.c`

```

/*****
/* FileIO.c: program file for I/O module */
/*****
#include <stdio.h>
#include "FileIO.h"

/** function definitions */

int ReadImage(char Filename[SLEN],
    unsigned char R[WIDTH][HEIGHT],
    unsigned char G[WIDTH][HEIGHT],
    unsigned char B[WIDTH][HEIGHT])
{ /* ... function body ... */
} /* end of ReadImage */

int WriteImage(char Filename[SLEN],
    unsigned char R[WIDTH][HEIGHT],
    unsigned char G[WIDTH][HEIGHT],
    unsigned char B[WIDTH][HEIGHT])
{ /* ... function body ... */
} /* end of WriteImage */
/* EOF FileIO.c */

```

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Translation Units

- Example: Header file `Age.h`

```

/*****
/* Age.h: header file for aging operation */
/*****

#ifndef AGE_H
#define AGE_H

/** header files */
#include "Constants.h"

/** function declarations */

void Age( /* age the image */
         unsigned char R[WIDTH][HEIGHT],
         unsigned char G[WIDTH][HEIGHT],
         unsigned char B[WIDTH][HEIGHT]);

#endif /* AGE_H */

/* EOF Age.h */

```

Translation Units

- Example: Program file `Age.c`

```

/*****
/* Age.c: program file for aging operation */
/*****

#include "Age.h"

/** function definitions */

/* age the image so that it looks like an old photo */

void Age(
    unsigned char R[WIDTH][HEIGHT],
    unsigned char G[WIDTH][HEIGHT],
    unsigned char B[WIDTH][HEIGHT])
{
    /* ... function body ... */
} /* end of Age */

/* EOF Age.c */

```

Translation Units

- Example: Program file **Main.c**

```

/*****
/* Main.c: main program file */
/*****
#include "Constants.h"
#include "FileIO.h"
#include "Age.h"

int main(void)
{
    unsigned char R[WIDTH][HEIGHT];
    unsigned char G[WIDTH][HEIGHT];
    unsigned char B[WIDTH][HEIGHT];

    if (ReadImage("Tomato.ppm", R, G, B) != 0)
    { return 10; }
    Age(R, G, B);
    if (WriteImage("OldPhoto.ppm", R, G, B) != 0)
    { return 10; }

    return 0;
} /* end of main */
/* EOF Main.c */

```

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35

Translation Units

- Example session:

```

% vi Constants.h
% vi FileIO.h
% vi FileIO.c
% vi Age.h
% vi Age.c
% vi Main.c
% gcc -c FileIO.c -o FileIO.o -Wall -ansi
% gcc -c Age.c -o Age.o -Wall -ansi
% gcc -c Main.c -o Main.o -Wall -ansi
% gcc FileIO.o Age.o Main.o -o PhotoLab2
% PhotoLab2
%

```

Tomato.ppm



OldPhoto.ppm



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36

Lecture 10.3: Overview

- Review
 - Lecture 8.1: Recursion
 - Lecture 8.2: Structures, unions, enumerators
 - Lecture 9.1: Binary data representation, memory
 - Lecture 9.2: Pointers, pointer operations
 - Lecture 9.3: String operations using pointers
 - Lecture 10.1: File processing
 - Lecture 10.2: Translation units
- Review Quiz

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - In the program below, what is the result of calling `grade(75)`?


- a) 'A'
- b) 'B'
- c) 'C'
- d) 'D'
- e) 'F'

```

1 char grade(int x)
2 { char g;
3   if (x > 90)
4     { g = 'A'; }
5   if (x > 80)
6     { g = 'B'; }
7   if (x > 70)
8     { g = 'C'; }
9   if (x > 60)
10    { g = 'D'; }
11  else
12    { g = 'F'; }
13  return g;
14 }
```

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - In the program below, what is the result of calling `grade(75)`?

- a) 'A'
- b) 'B'
- c) 'C'
-  d) 'D'
- e) 'F'

```

1 char grade(int x)
2 { char g;
3   if (x > 90)
4     { g = 'A'; }
5   if (x > 80)
6     { g = 'B'; }
7   if (x > 70)
8     { g = 'C'; }
9   if (x > 60)
10    { g = 'D'; }
11  else
12    { g = 'F'; }
13  return g;
14 }
```

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - In the program below, what is the result of calling `grade(80-90)`?

- a) 'A'
- b) 'B'
- c) 'C'
- d) 'D'
- e) 'F'

```

1 char grade(int x)
2 { char g;
3   if (x > 90)
4     { g = 'A'; }
5   if (x > 80)
6     { g = 'B'; }
7   if (x > 70)
8     { g = 'C'; }
9   if (x > 60)
10    { g = 'D'; }
11  else
12    { g = 'F'; }
13  return g;
14 }
```

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - In the program below, what is the result of calling `grade(80-90)`?

- a) 'A'
- b) 'B'
- c) 'C'
- d) 'D'
-  e) 'F'

```

1 char grade(int x)
2 { char g;
3   if (x > 90)
4     { g = 'A'; }
5   if (x > 80)
6     { g = 'B'; }
7   if (x > 70)
8     { g = 'C'; }
9   if (x > 60)
10    { g = 'D'; }
11  else
12    { g = 'F'; }
13  return g;
14 }

```

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - Which of the following are valid definitions of an integer array **A** of size 3?
(Check all that apply!)

- a) `int A[3];`
- b) `int A[3] = {1,2,3};`
- c) `int A[3] = {};`
- d) `int A[3] = {1, 2};`
- e) `int A[] = {1,2,3};`

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - Which of the following are valid definitions of an integer array **A** of size 3?
(Check all that apply!)

- a) `int A[3];`
- b) `int A[3] = {1,2,3};`
- c) `int A[3] = {};`
- d) `int A[3] = {1, 2};`
- e) `int A[] = {1,2,3};`

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - Given two global variables `int x=7` and `int y=8`, which of the following functions properly swaps the values such that `x=8` and `y=7`?
(Check all that apply!)

a)

```
void swap(int x, int y)
{ x = y; y = x;
}
```

b)

```
void swap(void)
{ x = y; y = x;
}
```

c)

```
void swap(void)
{ int t;
  t = x; x = y; y = t;
}
```

d)

```
void swap(void)
{ int t;
  t = y; y = x; x = t;
}
```

e)

```
void swap(int x, int y)
{ int t;
  t = x; x = y; y = t;
}
```

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - Given two global variables `int x=7` and `int y=8`, which of the following functions properly swaps the values such that `x=8` and `y=7`? (Check all that apply!)

a)

```
void swap(int x, int y)
{ x = y; y = x;
}
```

b)

```
void swap(void)
{ x = y; y = x;
}
```

c)

```
void swap(void)
{ int t;
  t = x; x = y; y = t;
}
```

d)

```
void swap(void)
{ int t;
  t = y; y = x; x = t;
}
```

e)

```
void swap(int x, int y)
{ int t;
  t = x; x = y; y = t;
}
```

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45

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - In the `gdb` debugger, which commands allow you to run your program step by step? (Check all that apply!)

a) **step**

b) **cont**

c) **run**

d) **next**

e) **back**

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46

Midterm 2 Review Quiz

- Top 5 most “difficult” questions:
 - In the `gdb` debugger, which commands allow you to run your program step by step? (Check all that apply!)

- a) `step`
- b) `cont`
- c) `run`
- d) `next`
- e) `back`

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47

Quiz: Question 1

- In the program below, what is printed by the function call `g(1)`?

- a) 1 2
- b) 2 3
- c) 1 1
- d) 2
- e) 1

```
1 int f(int x)
2 { printf("%d ", x);
3   return x + 1;
4 }
5 int g(int x)
6 { printf("%d ", f(x));
7   return x + 2;
8 }
```

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48

Quiz: Question 1

- In the program below, what is printed by the function call `g(1)`?

- a) 1 2
- b) 2 3
- c) 1 1
- d) 2
- e) 1

```

1 int f(int x)
2 { printf("%d ", x);
3   return x + 1;
4 }
5 int g(int x)
6 { printf("%d ", f(x));
7   return x + 2;
8 }

```

Quiz: Question 2

- What is recursion?
(Check all that apply!)
 - a) A function that does not terminate.
 - b) A function that calls itself.
 - c) A function that contains a loop.
 - d) A function f that calls a function g which calls f .
 - e) A function that returns no value.

Quiz: Question 2

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51

Quiz: Question 3

- Given the function definition below, what is printed for the function call $f(3)$?

- a) 1 2 3
- b) 1 2 3 4
- c) 3 2 1 0
- d) 4 3 2 1
- e) 3 2 1

```

1 void f(int x)
2 {
3     printf("%d ", x);
4     if (x > 0)
5         { f(x-1); }
6 }
```


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52

Quiz: Question 3

- Given the function definition below, what is printed for the function call $f(3)$?

- a) 1 2 3
- b) 1 2 3 4
-  c) 3 2 1 0
- d) 4 3 2 1
- e) 3 2 1

```

1 void f(int x)
2 {
3     printf("%d ", x);
4     if (x > 0)
5         { f(x-1); }
6 }

```

Quiz: Question 4

- Given the following definition of the vectors $\mathbf{v1}$, $\mathbf{v2}$ and $\mathbf{v3}$, what is a correct way to perform a vector addition of $\mathbf{v1}$ and $\mathbf{v2}$?


```
struct v {int x, y;} v1, v2, v3;
```

- a) $\mathbf{v3} = \mathbf{v1} + \mathbf{v2};$
- b) $\mathbf{v3} = \mathbf{v1}[\mathbf{x}] * \mathbf{v2}[\mathbf{y}] + \mathbf{v1}[\mathbf{y}] * \mathbf{v2}[\mathbf{x}]$
- c) $\mathbf{v3}[0] = \mathbf{v1}[0] + \mathbf{v2}[0];$
 $\mathbf{v3}[1] = \mathbf{v1}[1] + \mathbf{v2}[1];$
- d) $\mathbf{v3.x} = \mathbf{v1.x} + \mathbf{v2.x};$
 $\mathbf{v3.y} = \mathbf{v1.y} + \mathbf{v2.y};$
- e) $\mathbf{v3->x} = \mathbf{v1->x} + \mathbf{v2->x};$
 $\mathbf{v3->y} = \mathbf{v1->y} + \mathbf{v2->y};$

Quiz: Question 4

- Given the following definition of the vectors **v1**, **v2** and **v3**, what is a correct way to perform a vector addition of **v1** and **v2**?

```
struct v {int x, y;} v1, v2, v3;
```

- a) `v3 = v1 + v2;`
- b) `v3 = v1[x]*v2[y] + v1[y]*v2[x]`
- c) `v3[0] = v1[0] + v2[0];`
`v3[1] = v1[1] + v2[1];`
-  d) `v3.x = v1.x + v2.x;`
`v3.y = v1.y + v2.y;`
- e) `v3->x = v1->x + v2->x;`
`v3->y = v1->y + v2->y;`

Quiz: Question 5

- Given the following enumerator definition, what is printed by `printf("%d", two);`?


```
enum count {one, two, three, four = 4};
```

- a) `one`
- b) `two`
- c) `three`
- d) `1`
- e) `2`

Quiz: Question 5

- Given the following enumerator definition, what is printed by `printf("%d", two);`?

```
enum count {one, two, three, four = 4};
```

- a) one
- b) two
- c) three
-  d) 1
- e) 2

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57

Quiz: Question 6

- Which of the following components do you find in every computer?
(Check all that apply!)

- a) ROM
- b) RUM
- c) BUG
- d) CPU
- e) IBM

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58

Quiz: Question 6

- Which of the following components do you find in every computer?
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- c) BUG
- d) **CPU**
- e) IBM

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59

Quiz: Question 7

- What is the decimal value of the (unsigned) binary number 01010101_2 ?

- a) **01010101**
- b) **85**
- c) **101**
- d) **170**
- e) **255**

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60

Quiz: Question 7

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a) 01010101

 b) 85

c) 101

d) 170

e) 255

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61

Quiz: Question 8

- What is the binary value of the hexadecimal number FF_{16} ?

a) 01010101

b) 10001000

c) 01110111

d) 00010001

e) 11111111

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62

Quiz: Question 8


- What is the binary value of the hexadecimal number FF_{16} ?

a) 01010101

b) 10001000

c) 01110111

d) 00010001

 e) 11111111

Quiz: Question 9

- How many bits do you need to represent one hexadecimal digit?

a) 1

b) 2

c) 4

d) 8

e) 16

Quiz: Question 9

- How many bits do you need to represent one hexadecimal digit?
 - a) 1
 - b) 2
 - c) 4
 - d) 8
 - e) 16

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65

Quiz: Question 10

- What could cause a **bus error**?
(Check all that apply!)
 - a) Waking up late and missing the bus.
 - b) Calling a recursive function.
 - c) Accessing an array with an index out of range.
 - d) Referencing a pointer variable with invalid value.
 - e) Accessing an integer variable with invalid value.

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66

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67

Quiz: Question 11

- In C, which properties does every object have?
(Check all that apply!)
 - a) A size.
 - b) A value.
 - c) A weight.
 - d) A type.
 - e) A location.

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68

Quiz: Question 11

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69

Quiz: Question 12

- Given the program segment below, what is the value of `*p` at the end?

- a) 1
- b) 2
- c) 3
- d) 4
- e) 5

```
1 int x[] = {1,2,3,4,5};  
2 int *p = &x[2];  
3  
4 p++;  
5 p -= 2;
```

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70

Quiz: Question 12

- Given the program segment below, what is the value of `*p` at the end?

- a) 1
- b) 2
- c) 3
- d) 4
- e) 5

```

1 int x[] = {1,2,3,4,5};
2 int *p = &x[2];
3
4 p++;
5 p -= 2;

```

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71

Quiz: Question 13

- Given the function and variable definitions shown below, which function call is valid? (Check all that apply!)

- a) `StrLen(cp);`
- b) `StrLen(ca);`
- c) `StrLen(c);`
- d) `StrLen(i);`
- e) `StrLen("abc");`

```

1 int StrLen(
2     const char *s)
3 { int l = 0;
4   while(*s)
5     { s++;
6       l++;
7     }
8   return l;
9 }
10 char *cp = "hello";
11 char ca[] = "world";
12 char c = 'c';
13 int i = 42;

```

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72

Quiz: Question 13

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- a) `StrLen(cp);`
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- d) `StrLen(i);`
- e) `StrLen("abc");`

```

1 int StrLen(
2     const char *s)
3 { int l = 0;
4   while(*s)
5     { s++;
6       l++;
7     }
8   return l;
9 }
10 char *cp = "hello";
11 char ca[] = "world";
12 char c = 'c';
13 int i = 42;

```

Quiz: Question 14

- Which of the following are functions declared in `stdio.h`? (Check all that apply!)

- a) `printf`
- b) `printfd`
- c) `fprintf`
- d) `sprint`
- e) `fputs`

Quiz: Question 14

- Which of the following are functions declared in `stdio.h`?
(Check all that apply!)

- a) `printf`
- b) `printd`
- c) `fprintf`
- d) `sprint`
- e) `fputs`

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75

Quiz: Question 15

- What does the following code segment print?

```
1 char s[] = "Hppe!mvd!boe!fokpz!uif!tvnnfs";
2 char *p;
3 p = &s[0];
4 while(*p)
5 { printf("%c", *p - 1);
6   p++;
7 }
```

- a) Hppe!mvd!boe!fokpz!uif!tvnnfs
- b) Have fun and enjoy the summer
- c) Enjoy the summer and have fun
- d) Good summer and enjoy the luck
- e) Good luck and enjoy the summer

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76

Quiz: Question 15

- What does the following code segment print?

```
1 char s[] = "Hppe!mvd1!boe!fokpz!uif!tvnnfs";
2 char *p;
3 p = &s[0];
4 while(*p)
5 { printf("%c", *p - 1);
6   p++;
7 }
```

- a) Hppe!mvd1!boe!fokpz!uif!tvnnfs
- b) Have fun and enjoy the summer
- c) Enjoy the summer and have fun
- d) Good summer and enjoy the luck
-  e) **Good luck and enjoy the summer**