Friday questions week 7

1. On which format are signed integers almost always represented in C?
   page 114

2. Represent -2 using four bits.

   page 114

3. What does arithmetic underflow mean?

   page 117

4. What is the result of "dividing by arithmetic shift"

   when you divide -1 by 2? Why is it wrong?

   page 117

5. What is a subnormal floating point value?

   page 127

6. While it is obvious that it is the common case that should be optimized, how can you know which is the common case?

   page 586

7. Suppose you need to make sure a pointer is aligned on a certain power of two. What does that mean and how can you do it?

   Example 1.4.12 on page 79-81