Friday questions week 6

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

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2. Represent -2 using four bits.

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3. What does arithmetic underflow mean?

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4. What is the result of "dividing by arithmetic shift" when you divide -1 by 2? Why is it wrong?

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5. What is a subnormal floating point value?

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

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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?

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