Friday questions week 6

1. On which format are signed integers almost always represented in C?
   page 126

2. Represent $-2$ using four bits.
   page 127

3. What does arithmetic underflow mean?
   page 135

4. What is the result of “dividing by arithmetic shift” when you divide $-1$ by $2$? Why is it wrong?
   page 129

5. What is a subnormal floating point value?
   page 132

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 624

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?
   page 83