

ASCII Table

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

```
2
3 int main() {
4     char capital_a = 'A';
5     char sixty_five = 65;
6
7     printf("capital_a: %c %d\n", capital_a, capital_a);
8     printf("sixty_five: %c %d\n", sixty_five, sixty_five);
9 }
return
```

print formatted as (ASCII) character

print formatted as decimal number

```
$ gcc bits.c -o bits
```

```
$ ./bits
```

```
capital_a: A 65
```

```
sixty_five: A 65
```

printed from line 7

printed from line 8

capital_a and sixty_five store
the exact same data

| Dec | Char | Dec | Char | Dec | Char | Dec | Char |
|-----|------|-----|---------|-----|------|-----|------|
| 0 | NUL | 32 | <space> | 64 | @ | 96 | ` |
| 1 | SOH | 33 | ! | 65 | A | 97 | a |
| 2 | STX | 34 | " | 66 | B | 98 | b |
| 3 | ETX | 35 | # | 67 | C | 99 | c |
| 4 | EOT | 36 | \$ | 68 | D | 100 | d |
| 5 | ENQ | 37 | % | 69 | E | 101 | e |
| 6 | ACK | 38 | & | 70 | F | 102 | f |
| 7 | BEL | 39 | ' | 71 | G | 103 | g |
| 8 | BS | 40 | (| 72 | H | 104 | h |
| 9 | TAB | 41 |) | 73 | I | 105 | i |
| 10 | LF | 42 | * | 74 | J | 106 | j |
| 11 | VT | 43 | + | 75 | K | 107 | k |
| 12 | FF | 44 | , | 76 | L | 108 | l |
| 13 | CR | 45 | - | 77 | M | 109 | m |
| 14 | SO | 46 | . | 78 | N | 110 | n |
| 15 | SI | 47 | / | 79 | O | 111 | o |
| 16 | DLE | 48 | 0 | 80 | P | 112 | p |
| 17 | DC1 | 49 | 1 | 81 | Q | 113 | q |
| 18 | DC2 | 50 | 2 | 82 | R | 114 | r |
| 19 | DC3 | 51 | 3 | 83 | S | 115 | s |
| 20 | DC4 | 52 | 4 | 84 | T | 116 | t |
| 21 | NAK | 53 | 5 | 85 | U | 117 | u |
| 22 | SYN | 54 | 6 | 86 | V | 118 | v |
| 23 | ETB | 55 | 7 | 87 | W | 119 | w |
| 24 | CAN | 56 | 8 | 88 | X | 120 | x |
| 25 | EM | 57 | 9 | 89 | Y | 121 | y |
| 26 | SUB | 58 | : | 90 | Z | 122 | z |
| 27 | ESC | 59 | ; | 91 | [| 123 | { |
| 28 | FS | 60 | < | 92 | \ | 124 | |
| 29 | GS | 61 | = | 93 |] | 125 | } |
| 30 | RS | 62 | > | 94 | ^ | 126 | ~ |
| 31 | US | 63 | ? | 95 | _ | 127 | DEL |

```

1 #include <stdio.h>
2
3 void uppercase(char str[]) {
4
5
6
7
8
9
10
11
12
13
14
15 }
16
17 void inspect(char str[]) {
18     for (int i = 0; str[i] != '\0'; i++) {
19         char c = str[i];
20         printf("(%c %d) ", c, c);
21     }
22     printf("\n");
23 }
24
25 int main() {
26     char message[] = "Hello!";
27     printf("%s\n", message);
28     printf("(%c %d) (%c %d) (%c %d) (%c %d) (%c %d) (%c %d) (%c %d)\n",
29         message[0], message[0],
30         message[1], message[1],
31         message[2], message[2],
32         message[3], message[3],
33         message[4], message[4],
34         message[5], message[5],
35         message[6], message[6]);
36     inspect(message);
37
38     // After this call, message should contain "HELLO!"
39     uppercase(message);
40     printf("After uppercase: %s\n", message);
41 }

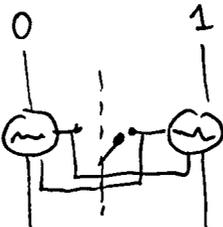
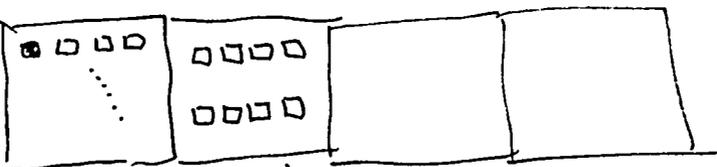
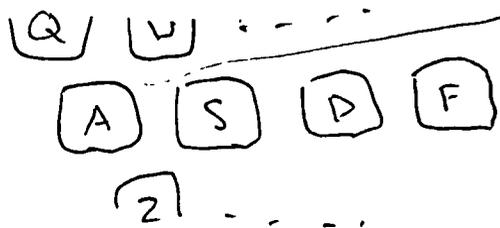
```

```

$ gcc hello.c -o hello
$ ./hello
Hello!
(H 72) (e 101) (l 108) (l 108) (o 111) (! 33) ( )
(H 72) (e 101) (l 108) (l 108) (o 111) (! 33)
After uppercase: HELLO!

```

The last few pressed keys



8 SRAM cells per char
combinations of on/off represent a key
What actually happens

Proposal - for each key,
have 100ish SRAM cells
and turn on 1

X
Not what happens!

Answer 2/3

Write binary rep
of 'A'

(8 bits) bytes

| | |
|---|-----------|
| 0 | 0000 0000 |
| 1 | 0000 0001 |
| 2 | 0000 0010 |
| 3 | 0000 0011 |
| 4 | 0000 0100 |
| 5 | 0000 0101 |

SRAM cell
- cheap
- fast
- reliable
- small

0 1 0 0 0 0 0 1
128 64 32 16 8 4 2 1
 2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0

5382
1000 100 10 1

A⁷ 0000 0001

65 0100 0001

CSE29 - Systems Prog. and Software Tools

Joe Politz

<https://ucsd-cse29.github.io/wi26>

Joe's PL rec:

Racket ~~racket-lang~~

Assignments

- Problem sets
- Projects
- Design questions

5 assignments

resubmission based on
feedback for credit

Exams

TBD scheduling
(testing center)
make-up in finals wk

Social Learning

- Lecture
- Discussion
- Labs

"high standards, multiple tries"