Lec-6-HW-3-ALUarithmetic

Part 1. Reading, PP, Chp 2:
2.1 (Bits and datatypes)
2.2 (signed and unsigned integers)
2.3 (2's complement)
2.4 (positional notation)
2.5 (int. add/sub, signed/unsigned overflow)
2.6 (logic: AND, OR, NOT, XOR)
2.7 (bit vectors, floating point, ascii, hex)

Part 1. Problems, PP, Chp 2:
2.2 (#bits for 26 char)
2.4 (unsigned range of n-bit)
2.5 (5-bit 2's comp., signed mag., and 1's comp.)
2.6 (6-bit 2's comp.)
2.8 (8-bit and n-bit 2's comp. ranges)
2.9 (bits per decimal digit in fp. format)
2.10ab (convert 2's comp. to dec.)
2.11ac (convert dec. to 2's comp.)
2.13 (convert k-bit 2's comp. to 8-bit)
2.15 (what op == shift right?)
2.17ab (i-bit + k-bit 2's comp.)
2.18ab (i-bit + k-bit unsigned)
2.20 (4-bit 2's comp. overflow)
2.34b (AND-OR-NOT)
2.36 (bit masking: BUSYNESS vector)
2.37 (alg. for detecting 4-bit 2's comp. overflow)
2.39a (dec. to fp format)
2.40ab (fp format to dec.)
2.44 (convert bin. to ascii)
2.45ab (convert bin. to hex.)
2.49ab (add in hex. notation)
2.50a (logic in hex. notation)
2.52 [only col. 1](32-bit hex. to unsigned, 1's-2's comp., fp, ascii)
2.56 (define 8-bit fp format)