Review

Chap 1  Intro
  basic machine architecture
  fetch-execute cycle

Chap 2  Information Representation
  Boolean  np.
  text  np.  ASCII

Chap 3  Machine-Level Programs
  Instruction set Arch (ISA)
  x86 ISA  132.6.1 version
    addressing modes
    machine lang inst. (assembly lang)
    pointers
    arrays
    procedures/data structures (call return etc.)
    stack frame
  C lang intro

Exam:
  open book/open notes
  no computers
  no need for inst. manual
  questions take 2 forms:
    1. set of short answer questions
    2. set of longer in-depth problems

Not req. for:  § 7.14  x14  § 7.15 assembly lang

number np.
  box 2, 16  grey ues
  negative
  fixed points (Q notation)
  floating point (IEEE std. 754)
  Not responsible for:
    § 2.1.7  form, adj, and rings
    translation func.  § 2.2  82Tu()  
    § 2.8  2-D figs