



# 2.1 & 2.2 Summary

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## 2.1.5 Strings

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- Remember: particular encoding = convention.
  - Correspondence code  $\leftrightarrow$  character.
  - Depends on standard (ASCII/Unicode).



## 2.1.6 Programs

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- All information is bits & bytes.
- Format depends on OS & processor.
  - e.g. “elf” format
  - more later



## 2.2.5 Signed/Unsigned in C

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- Be aware of the issues.
- Implicit cast.
- Keep bit representation → overflows.  
Fig 2.16 2.17.



## 2.2.8 Advice

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- Try PP 2.25 & 2.26 to see how this can affect you in practice.