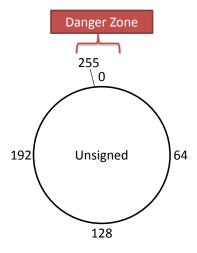
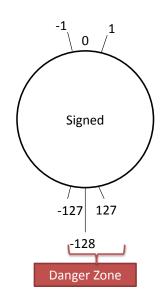
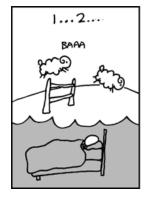
## Overflow



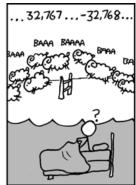


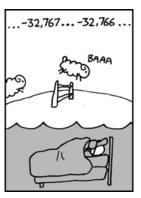
Bowdoin Sean Barker 2

## "Can't Sleep"









(source: xkcd.com)

Bowdoin Sean Barker 3

## **Sign Extension**



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## Lab 1 Preview

- **sign(x)**: Given an int **x**, return 1 if x is positive, 0 if x is zero, and -1 if x is negative.
- No loops or conditionals!
- ullet Allowed operators: !  $\sim$  &  $^{\wedge}$  | + << >>
- **Hint**: First consider how to get -1 if x is negative and 0 otherwise. Then extend solution for the positive (+1) case.