#1.

a) The _________________ SPARC instruction causes the current register set window to slide down 16 registers within the Register Stack. When this instruction completes execution, the old register set registers %_____ — %______ are now mapped to the new register set registers %______ — %______.

%sp of the old register set becomes %______ of the new register set.

b) The _________________ SPARC instruction saves the current value of %pc into %o7.

The _________________ SPARC instruction adds ____ to the value in %i7 and sets %pc with the result.

c) In general, to access any allocated local variables on the Stack, you use a _______________ offset relative to %______.

#2.

a) Convert \(-65.875\) \(_{10}\) to binary fixed-point and single precision IEEE floating-point representation (expressed in hexadecimal).

binary fixed-point ________________________________ \(\times 2^0\)

IEEE floating-point ________________________________ (hexadecimal)

b) Convert \(0x42D1C000\) (single precision IEEE floating-point representation) to fixed-point decimal.

fixed-point decimal ________________________________ (decimal / no exponential notation)

#3. Why is it “a bad thing” to return a pointer to a local automatic variable?