

- 0. Admin
- 1. Why C?
- 2. Everything is 0s/1s
- 3. Little-endian
- 4. Memory layout in egos-2k+
- 5. C pointers
- 6. C arrays ←
- 7. Bitwise operators
- 8. Some C keywords

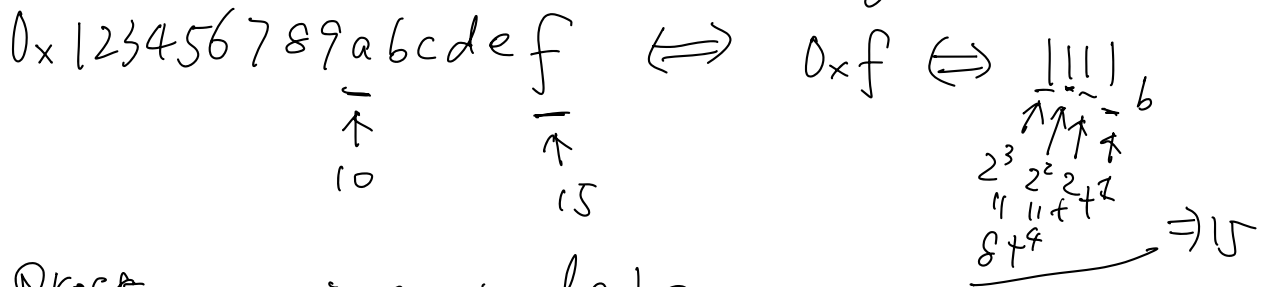
1. Why C?

- lowlevel programming
- minimal runtime
- explicit memory management
- why not?

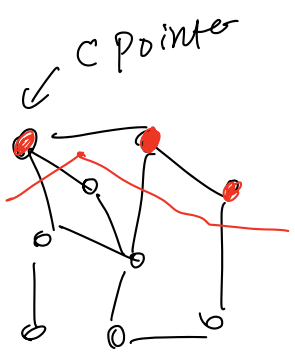
2. everything is 0s/1s

- bits and bytes.
0/1 ↳ 8 bits

- hex



- Program = ins + data
 ↑ ↑
 lab1 int: 4B



SiFive
↳ RZS C-U