1. Write your name and student number very clearly indeed.

2. What exactly would this function do when called? (no need to write all the newlines).

```
void one()
{ int i;
 printf("A\n");
 for (i=1; i<=3; i+=1)
   { printf("B%d\n", i);
    fork();
    printf("C%d\n", i); }
 printf("D\n"); }</pre>
```

Briefly explain your reasoning.

3. Write a function in BCPL that sorts a vector of positive integers, putting them in descending order.

4.

Write in standard C declarations for:

- a. an array of 25 strings,
- b. a pointer to an array of 25 strings,
- c. an array of 25 pointers to arrays of ints,
- d. a function that takes an array of ints as its parameter, and returns a pointer to an array of floats as its result,
- e. a function that takes two parameters:
 - a function that takes an array of ints as its parameter and returns a double, and an array of ints,
 - and returns a pointer to an array of doubles as its result,
- f. a variable that can store a pointer to a double-to-double function such as sin, cos, or exp.

5. Write a standard C function that sorts an array of strings so that they appear in ascending order alphabetically, but:

- Do not use any string library functions: if you need something, you must define it.
- Do not change the original array, create a new one to contain the sorted strings. The function should return this new array as its result.

6.

Write a standard C function that finds the position of the first 1 in an int (using its internal binary representation). The least significant bit is at position 0. Do not make any assumptions about the size of an int.

examples:

```
firstone(7) = 0, because 7 in binary is 0000000000000000111 firstone(80) = 4, because 80 in binary is 0000000000001010000 firstone(0) = -1, because it has no ones in it, -1 is the way to signal that.
```

Your function is probably linear in time (meaning that the time it takes would be proportional to the size of an int in bits). For extra credit, write a logarithmic version.

7. Sign the honour pledge

8. Check your answers. If you decide to leave, don't disturb anyone with clumsy fumbling noises.