



0	0	nul	1	1	soh	2	2	stx	3	3	etx	4	4	eot	5	5	enq	6	6	ack	7	
8	8	bs	9	9	ht	10	A	nl	11	B	vt	12	C	np	13	D	cr	14	E	so	15	
16	10	dle	17	11	dc1	18	12	dc2	19	13	dc3	20	14	dc4	21	15	nak	22	16	syn	23	1
24	18	can	25	19	em	26	1A	sub	27	1B	esc	28	1C	fs	29	1D	gs	30	1E	rs	31	1
32	20	sp	33	21	!	34	22	"	35	23	#	36	24	\$	37	25	%	38	26	&	39	2
40	28	(41	29)	42	2A	*	43	2B	+	44	2C	,	45	2D	-	46	2E	.	47	2
48	30	0	49	31	1	50	32	2	51	33	3	52	34	4	53	35	5	54	36	6	55	3
56	38	8	57	39	9	58	3A	:	59	3B	;	60	3C	<	61	3D	=	62	3E	>	63	3
64	40	@	65	41	A	66	42	B	67	43	C	68	44	D	69	45	E	70	46	F	71	4
72	48	H	73	49	I	74	4A	J	75	4B	K	76	4C	L	77	4D	M	78	4E	N	79	4
80	50	P	81	51	Q	82	52	R	83	53	S	84	54	T	85	55	U	86	56	V	87	5
88	58	X	89	59	Y	90	5A	Z	91	5B	[92	5C	\	93	5D]	94	5E	^	95	5
96	60	'	97	61	a	98	62	b	99	63	c	100	64	d	101	65	e	102	66	f	103	6
104	68	h	105	69	i	106	6A	j	107	6B	k	108	6C	l	109	6D	m	110	6E	n	111	6
112	70	p	113	71	q	114	72	r	115	73	s	116	74	t	117	75	u	118	76	v	119	7
120	78	x	121	79	y	122	7A	z	123	7B	{	124	7C		125	7D	}	126	7E	~	127	7

C OPERATOR ASSOCIATIVITY

→ () [] -> .
← ! ~ ++ -- + - * & (type) sizeof
→ * / %
→ + -
→ << <=> >> >=
→ == !=
→ & (Bitwise And)
→ ^ (Bitwise Xor)
→ | (Bitwise Or)
→ && (Boolean And)
→ || (Boolean Or)
← ? :
← = += -= *= /= %= &= ^= |= <<= >>=
→ , (Chapter 3 (< K&R P.49/53))

Munich Unix 

www.berklix.com



Bit	IRQ	PRIORITY
8	0	Timer
8	1	Keyboard
8	2	Cascade 8-15
16	8	RTClock
16	9	[Redir → 2]
16	10	[CD / Ether]
16	11	[SCSI]
16	12	[PS2 Mouse]
16	13	FloatPoint U
16	14	Disc IDE 0
16	15	Disc IDE 1
8	3	Serial1 Com2
8	4	Serial0 Com1
8	5	Paralel Lpt2
8	6	Floppy
8	7	Paralel Dflt

A	0-127	/8	10.0.0.0	10.FF.FF.FF
B	128-191	/16	172.16.0.0	172.31.FF.FF
C	192-223	/24	192.168.0.0	192.168.FF.FF
D	224-239	/8	↑ RFC1918	↓ Multi-
E	240-247	/?	↑ Local	↓ cast
		DMA	Ports 0x3FF	A: 0.0.0.0
8	0	(Refresh)		-0.FF.FF.FF
8	1	Floppy	12 to 10 bit decoding	B: 169.254.0.0
8	2			-169.254.FF.FF
8	3	Cascade	C=8=4=0**	C: 192.0.2.0
16	4			-192.0.2.FF
16	5	SCSI	D=9=5=1**	D: 224.0.0.0
16	6			- 239.FF.FF.FF
16	7		E=A=6=2**	E: 240.0.0.0
16	7			- 255.FF.FF.FF
16	7		F=B=7=3**	