


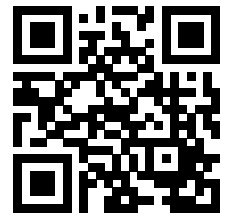
0	0	nul	1	1	soh	2	2	stx	3	3	etx	4	4	eot	5	5	enq	6	6	ack	7	7	bel
8	8	bs	9	9	ht	10	A	nl	11	B	vt	12	C	np	13	D	cr	14	E	so	15	F	si
16	10	dle	17	11	dc1	18	12	dc2	19	13	dc3	20	14	dc4	21	15	nak	22	16	syn	23	17	etb
24	18	can	25	19	em	26	1A	sub	27	1B	esc	28	1C	fs	29	1D	gs	30	1E	rs	31	1F	us
32	20	sp	33	21	!	34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

C OPERATOR ASSOCIATIVITY

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

Munich Unix 

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Bit		IRQ		PRIORITY	
8	0	Timer	A	0-127 /8	10.0.0.0 /8
8	1	Keyboard	B	128-191 /16	172.16.0.0 /12
8	2	Cascade 8-15	C	192-223 /24	192.168.0.0 /16
16	8	RTClock	D	224-239 /8	↑ RFC1918
16	9	[Redir → 2]	E	240-247 /?	↓ Multi-
16	10	[CD / Ether]			↑ Local
16	11	[SCSI]			↓ cast
16	12	[PS2 Mouse]			A: 0.0.0.0 /8
16	13	FloatPoint U			-0.FF.FF.FF
16	14	Disc IDE 0			B: 169.254.0.0 /16
16	15	Disc IDE 1			-169.254.FF.FF
8	3	Serial1 Com2			C: 192.0.2.0 /24
8	4	Serial0 Com1			-192.0.2.FF
8	5	Paralel Lpt2			D: 224.0.0.0 /4
8	6	Floppy			- 239.FF.FF.FF
8	7	Paralel Dflt			E: 240.0.0.0 /4
					- 255.FF.FF.FF

DMA		Ports 0x3FF	
8	0	(Refresh)	12 to 10 bit decoding
8	1		
8	2	Floppy	
8	3		C=8=4=0**
16	4	Cascade	D=9=5=1**
16	5	SCSI	E=A=6=2**
16	6		F=B=7=3**
16	7		