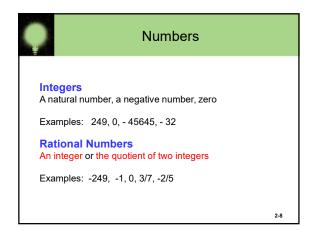
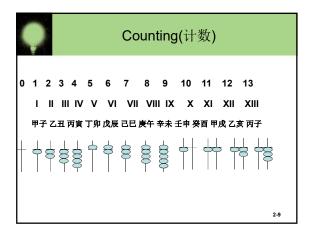


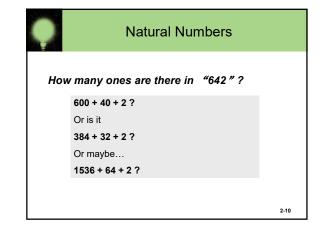
| ę | Chapter Goals |
|---|--|
| • | Know the different types of numbers |
| • | Describe positional notation |
| • | Convert numbers in other bases to base 10 |
| • | Convert base 10 numbers into numbers of other bases |
| • | Describe the relationship between bases 2, 8, and 16 |
| • | Explain computing and bases that are powers of 2 |
| | |

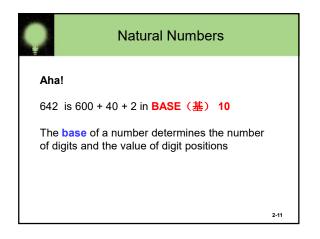
2-6

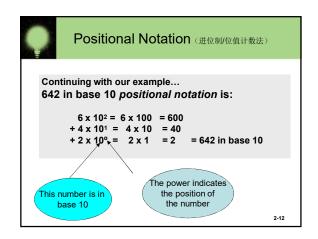
| Numbers | |
|---|-----|
| Natural Numbers Zero and any number obtained by repeatedly adding one to it. Examples: 100, 0, 45645, 32 | |
| Negative Numbers A value less than 0, with a – sign | |
| Examples: -24, -1, -45645, -32 | 2-7 |

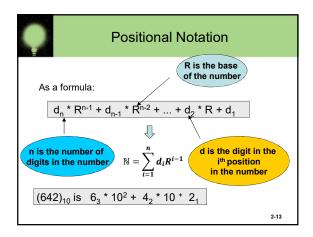


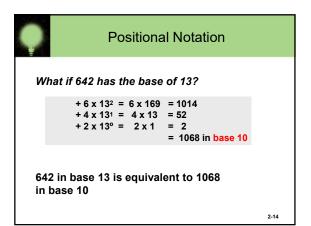


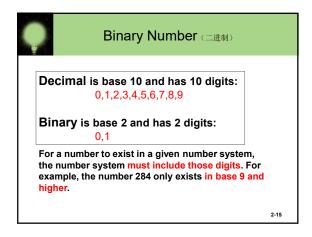


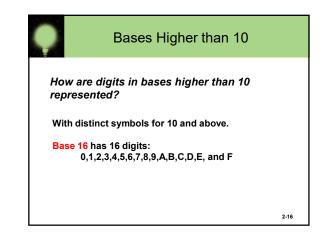


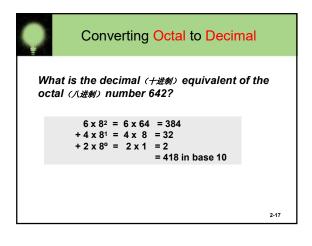


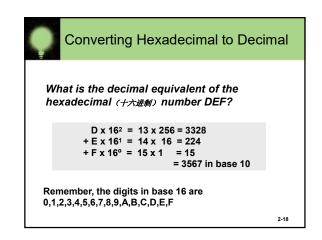




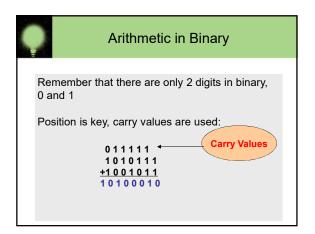


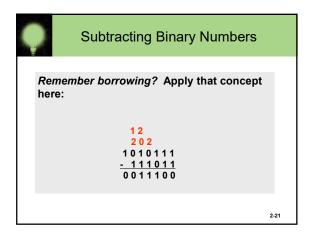


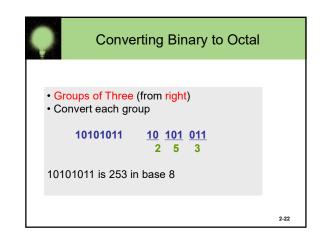


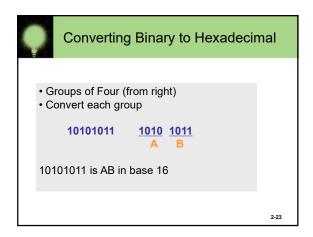


| Convertin | g Binary to Decimal |
|---|--|
| What is the decima number 1101110? | l equivalent of the binary |
| $1 \times 2^{6} = 1 \times 4$ + 1 \times 2^{5} = 1 \times 1 + 0 \times 2^{4} = 0 \times 4 + 1 \times 2^{3} = 1 \times 4 + 1 \times 2^{2} = 1 \times 4 + 1 \times 2^{1} = 1 \times 2 + 0 \times 2^{9} = 0 \times 4 | 32 = 32 16 = 0 8 = 8 4 = 4 2 = 2 |
| | 2-19 |

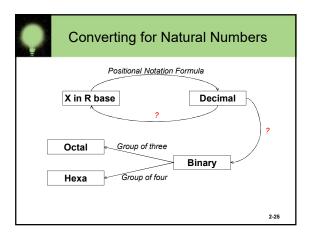




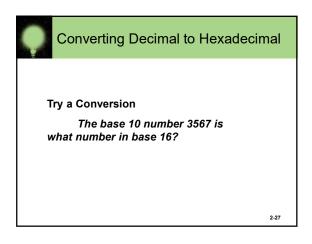


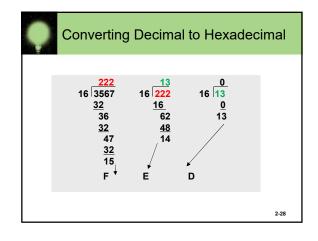


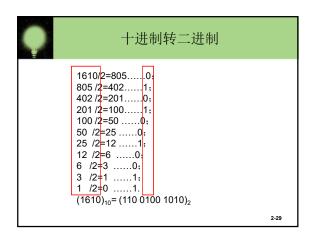
| Binary | Octal | Hexa | Binary | Octal | Hexa |
|--------|-------|------|--------|-------|------|
| 0000 | 0 | 0 | 1000 | | 8 |
| 0001 | 1 | 1 | 1001 | | 9 |
| 0010 | 2 | 2 | 1010 | | Α |
| 0011 | 3 | 3 | 1011 | | в |
| 0100 | 4 | 4 | 1100 | | С |
| 0101 | 5 | 5 | 1101 | | D |
| 0110 | 6 | 6 | 1110 | | E |
| 0111 | 7 | 7 | 1111 | | F |

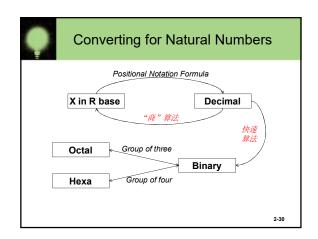


| Converting Decimal to Other Ba | ses |
|---|--------|
| Algorithm for converting base 10 to other bases | |
| While the quotient(商) is <i>not</i> zero | |
| Divide the decimal number by the new base | |
| Make the remainder (?) the next digit to the l the answer | eft in |
| Replace the original dividend with the quotient | |
| | 2-26 |





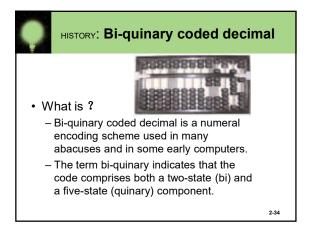




| P | Contraction of the local distribution of the | | | | | | V | V | /h | a | ti | is | tł | าะ | 1 € | 10 | o.2 | 27 | ′ C | ard | ? | | |
|----------|--|----|---|---|---|---|-------|---|----|---------|-----|-----|--------------|-------|------|------|--------|-----|-----|-----|------|-------|------|
| | | | | | | | | | E | am | ple | set | of 5 | 2 pc | oker | play | /ing o | car | ds | | | | |
| Suit | A | ce | | 2 | | | 3 | | | 4 | | 5 | | 6 | 7 | 7 | 8 | | 9 | 10 | Jack | Queen | King |
| Spades | • | ۰. | 2 | • | : | 2 | * | , | * | • | 24 | • | 10 0 0 | *; | * | • | | | | | 8 | 2 | 8 |
| Hearts | • | ۲, | 3 | * | | 2 | * * * | | * | * | 24 | * | iy y | * | | | | | | *** | 5 | 2 | * |
| Diamonds | • | ٠. | | • | | 2 | • • • | | * | • | 24 | • | * | * | 1. | • | | | | | 8 | ۵. | 1 |
| Clubs | • | ۴. | 2 | * | | 2 | * * * |] | * | * *: | 2. | * | ** | * * * | *** | * | | | 14 | 14 | 8 | 3 | 2 |

| 作业(part 1 of 2) | |
|--|------|
| • 进制转换 ① 1分12秒 = () 毫秒 ② (7A) $_{13}$ = () $_{10}$ ③ (7A) $_{16}$ = () $_{10}$ ④ (7A) $_{16}$ = () $_{2}$ = () $_{8}$ ⑤ (1011011) $_{2}$ = () $_{8}$ = () $_{16}$ ⑥ (678) $_{10}$ = () $_{2}$ = () $_{8}$ ⑦ (111) $_{2}$ + (101) $_{2}$ = () $_{2}$ | |
| | 2-32 |





| Ç | Bi | -quinary ir | n some early computers |
|---|-----------|---------------|---|
| • | bits: 0 1 | | two 'bi' bits: 0 5 and five 'quinary' checking (exactly one 'bi' bit and one digit) |
| | Value | 05-01234 Bits | |
| | 0 | 10-10000 | ్త్ సల్ సల్ సల్ |
| | 1 | 10-01000 | 100 100 100 100 100 100 100 100 100 100 |
| | 2 | 10-00100 | 101 101 101 101 |
| | 3 | 10-00010 | |
| | 4 | 10-00001 | IBM 650 front panel |
| | 5 | 01-10000 | |
| | 6 | 01-01000 | 0 0 5 |
| | 7 | 01-00100 | 1 <u>•</u> • |
| | 8 | 01-00010 | 3 6 8 |
| | 9 | 01-00001 | |
| | | | 2-35 |

| Q | Bi-quinary in so | me early compu | ters |
|----------|---|----------------|------|
| | IIVAC Solid State – 4 bits ary coded 'quinary' bits: | | |
| | Value | p-5-421 bits | 7 |
| | 0 | 1-0-000 | |
| | 1 | 0-0-001 | |
| | 2 | 0-0-010 | |
| | 3 | 1-0-011 | |
| | 4 | 0-0-100 | |
| | 5 | 0-1-000 | - |
| | 6 | 1-1-001 | |
| | 7 | 1-1-010 | 1 |
| | 8 | 0-1-011 | 1 |
| | 9 | 1-1-100 | 1 |

| Bi-quinary | & Bin | iary |
|------------|-------|------|
|------------|-------|------|

- The Bi-quinary example illustrates:
 - The bi-quinary difference between abacus and IBM360 and UNIVAC?
 - Why had bi-quinary used in some early computer? Give your explanation
 - Simulation is a good innovation strategy?

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