

# Binary Number System, Java Operators & Taking User Input

# In This Lecture

1. Binary Number System
2. Operators in Java
3. Taking User Input

# Binary Number System

## Convert Decimal To Binary

10

0 1

→ 0101001 →

2	49	1
2	24	0
2	12	0
2	6	0
2	3	1
	1	

49 → (110001)<sub>2</sub>

5 → 101

6 → 110

2	26	0
2	13	1
2	6	0
2	3	1
	1	

(26)<sub>10</sub> → (11010)<sub>2</sub>

# Binary Number System

## Convert Binary To Decimal

$$(110010)_2 = (50)_{10}$$

$$\begin{array}{cccccc} & 4 & 3 & 2 & 1 & 0 \\ (1 & 0 & 1 & 0 & 1 & )_2 & = & (21)_{10} \\ \hookrightarrow & 16 & + & 4 & + & 1 \end{array}$$

`int age = 21;`

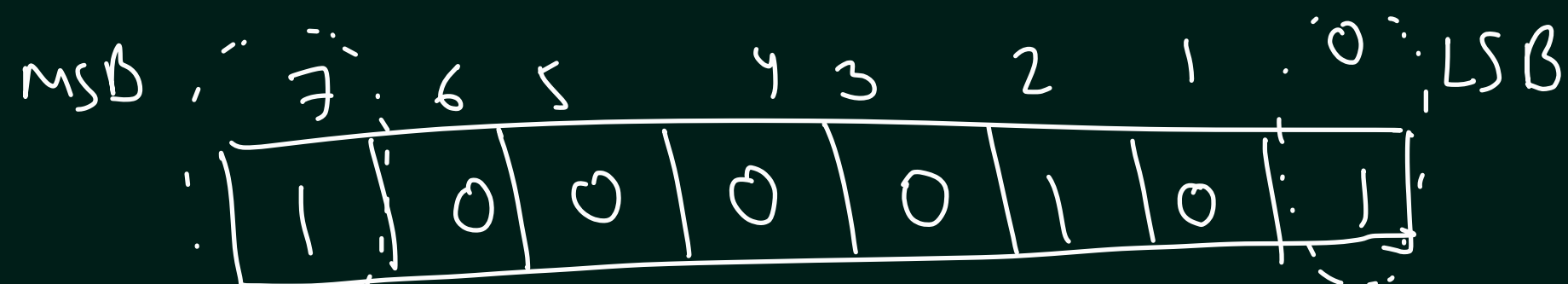
5	4	3	2	1	0 ←
1	1	0	0	1	0
*	*	*	*	*	*
$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
$32 + 16 + 0 + 0 + 2 + 0$					
$= 50$					

# Convert Binary To Decimal

```
byte newAge = (byte) age;
```

$\hookrightarrow -128$

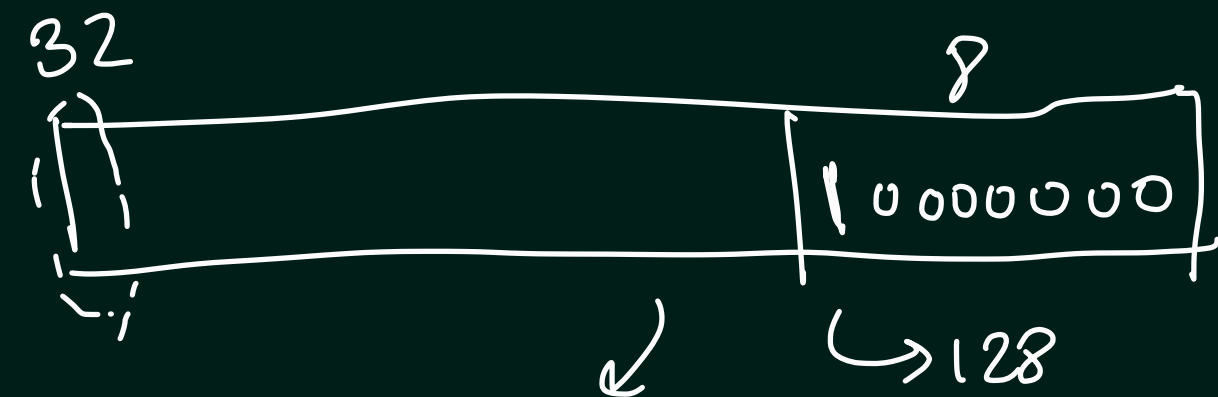
1 Byte  $\rightarrow$  8 bits



$\rightarrow 1 \rightarrow -ve$   
 $\rightarrow 0 \rightarrow +ve$

0 1 1 1 1 1 1 1  
↓  
+ 127

↓  
-ve  
0 0 0 0 0 0 0  
↓  
-128



1000000  
1000000  
+

10000000

byte ←

# Binary Addition

$$\begin{array}{r}
 1 \\
 00018 \\
 + 23 \\
 \hline
 41 \\
 \hline
 \end{array}$$

$$\begin{array}{r}
 1 \\
 0101 \rightarrow 5 \\
 1001 \rightarrow 9 \\
 \hline
 1110 \rightarrow 14 \\
 \hline
 \end{array}$$

10

$$\begin{array}{r}
 111 \\
 01110 \rightarrow 14 \\
 01011 \rightarrow 11 \\
 \hline
 11001 \rightarrow 25 \\
 \hline
 \end{array}$$

$$\begin{array}{r}
 11 \\
 1111 \\
 + 1110 \\
 \hline
 11101 \\
 \hline
 \end{array}$$

# Binary Subtraction

$$9 - 4 = 5$$

$$9 + (-4) = 5$$

$$(-4)_{10} \rightarrow (\quad)_2$$

000000100

(1) 1111011

(2) 
$$\begin{array}{r} 11111100 \\ + 1 \\ \hline \end{array}$$

$$\begin{array}{r} 1001 \\ - 100 \\ \hline \end{array}$$

$$\begin{array}{r} 0001001 \leftarrow \\ + 1111100 \rightarrow (-4) \\ \hline 0000101 \\ \hline \end{array}$$

2's Complement

① swap the bits

② add 1

# Binary Subtraction

$$13 - 6 = 7$$

1101

110 → 000110

↓ ①

111001

↓ ②

1001

+ 1

1111010



11101

111101010

00010111

→ 7



# Types of Operators in Java

1. Arithmetic Operators
2. Assignment Operators
3. Relational Operators
4. Logical Operators
5. Unary Operators
6. Bitwise Operators



# 1. Arithmetic Operators

Operator	Operation
+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulo Operation (Remainder after division)

$$\begin{array}{r} 1 \\ 7 \overline{) 12} \\ \underline{7} \\ 5 \end{array}$$

$$12 \% 7 = 5$$

$$12 / 7 = 1$$





## 2. Assignment Operators

Operator	Example	Equivalent to
<code>=</code> ↙	↪ <code>a = b;</code>	<code>a = b;</code>
<code>+=</code>	→ <code>a += b;</code>	<code>a = a + b;</code>
<code>-=</code>	→ <code>a -= b;</code>	<code>a = a - b;</code>
<code>*=</code>	→ <code>a *= b;</code>	<code>a = a * b;</code>
<code>/=</code>	→ <code>a /= b;</code>	<code>a = a / b;</code>
<code>%=</code>	→ <code>a %= b;</code>	<code>a = a % b;</code>

### 3. Relational Operators → always return boolean value → true/false

Operator	Description	Example
<u>==</u>	Is Equal To	3 == 5 returns <b>false</b>
!=	Not Equal To	3 != 5 returns <b>true</b>
>	Greater Than	3 > 5 returns <b>false</b>
<	Less Than	3 < 5 returns <b>true</b>
>=	Greater Than or Equal To	3 >= 5 returns <b>false</b>
<=	Less Than or Equal To	3 <= 5 returns <b>true</b>

# 4. Logical Operators

Operator	Example	Meaning
 <b>&amp;&amp;</b> (Logical AND)	expression1 <b>&amp;&amp;</b> expression2	<div>true</div> only if both <div>expression1</div> and <div>expression2</div> are <div>true</div> 
 <b>  </b> (Logical OR)	<div>→</div> expression1 <b>  </b> <div>→</div> expression2	<div>true</div> if either <div>expression1</div> or <div>expression2</div> is <div>true</div>
 <b>!</b> (Logical NOT)	<div>→</div> !expression	<div>true</div> if <div>expression</div> is <div>false</div> and vice versa

a	b	y = a AND b	y = a OR b
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	1

AND                      OR

a	~a
0	1
1	0

# 5. Bitwise Operators

Operator	Description
<code>~</code>	Bitwise Complement
<code>&lt;&lt;</code>	Left Shift
<code>&gt;&gt;</code>	Right Shift
<code>&gt;&gt;&gt;</code>	Unsigned Right Shift
<code>&amp;</code>	Bitwise AND
<code>^</code>	Bitwise exclusive OR

5 → 101 >>  
          <<  
          &  
          1

Bitwise operation  
↳ Bit manipulation

# Other Operators

## Increment/ Decrement Operators

++

--

$a++;$   $\rightarrow$   $a = a + 1$

$a--;$

$\hookrightarrow a = a - 1;$

## Ternary Operators

$\hookrightarrow$ 

?	:

 $\leftarrow$  if else

# Taking User Input using Scanner

In order to use the object of Scanner, we need to import java.util.Scanner package.

↑  
Class

```
Scanner sc = new Scanner(System.in);
```

↳ `sc.nextInt()`

↳ `sc.nextFloat()`

↳ `sc.nextLine()`

↳ `sc.next()`



# Various Input Types using Scanner

We can use `nextLong()`, `nextFloat()`, `nextDouble()`, and `next()` methods to get long, float, double, and string input respectively from the user.

Note: It is recommended to close the scanner object once the input is taken using the `close()` method