Decimal	Number	to	Binggy	0-
			1	

2 1	42	0 1	01010
2	210	+ 4 + 5	+ 2+0+58= 32+0+8+
2	10	0	$(42)_{10} = (101010)_{2}$
2	5	1	10
2	2	0	at Frank
2	1		1 5 4 8 31 28 18 821 14
	0		
	1		

		THE RESERVE OF THE PARTY OF THE	
2	50	0	11(2) 11 (3) 31
2	25	1	$(50)_{10} = (110010)_{2}$
2	12	0	
2	6	0	
2	3	1	
2	1		

# Shoort trick :-.... 32 16 8 4 2 1 Now Foot 48 Less mano 1 Just add the number to get 48 & which you add put "I" else"  $(48)_{10} = (110000)_2$ 4 X 32 16 8 421 1 0 1 0 10  $(42)_{10} = (101010)_2$ # Binary to Decimal 3- $\frac{101010}{2^{5}+2^{4}+2^{3}+2^{2}+2^{1}+2^{0}} = 32+0+8+0+2+0$   $\frac{5}{4}$ # Shoot Touch N.... 128 64 32 16 8 4 2 1 101010 82(6) (8) (9) (2) (1) 1-7 32+8+2 = 42 hos "1" & ignosie "0"

```
# Some Common Binagy Numbers
               0 -> 00
                                                                                                                                                                       Binary Number addition
                                                                                                                                                                                     0+0 = 0
                                          101
                                                                                                                                                                                      0+1
                                                                                                                                                                                       1+0 = 1
                                             110
                                                                                                                                                                                       1+1
                                             1000
                                             1001
               10 -) 1010
   # Two's Compliment
                                                                                                                                                                                                          Stepsi
             Given humber = - (0)
                                                                                                                                                                                   1) Convert to binary
                             1010 | Most sigificant & Porte fix with 0

101010 | Bit (3 1/8 (compliment (10101) | 100 + 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
                                                                                                                                                                               (3 1's compliment (Flip)
                                                                                                                                                                          10-0000-11
                                                                                                                                                                             (9) add +1
                So (10)10 = (10110)2
                                                                                                                                                                                 + Binary to Drimal
Now deimal to binary of -11e (10110) 2
                                                                                                                                                                                                  Steps 1
                                                                                                                                                                           1) 2's Compliment
                              10110
                                                                                                                                                                                                                 L7 1'8 + 1
                         01010 -> (1010)10 = (10)10
```