



```
Decimal -> Hexodecimal
 1000 ÷ 16 = 62 rem 8
  62 ÷ 16 = 3 rem 14
     ÷ 16 = 0 rem 3
    3
   3 , 14, 8 : 3 = 8
                      er 0x3E8
  597 ÷ 16 = 37 rem
                    5
   37 ÷ 16 = 2 rem 5
     ÷ 16 = 0 rem 2
    2
    2, 5, 5 : 255 & 0x255
42678 ÷ 16 = 2667 rem 6
 2667 : 16 = 166 rem 11
  166 - 16 = 10 rem 6
   10 - 16 = 0 rem 10
   10,6,11,6: A6B6 & 0xA6B6
   250 : 16 = 15 rem 10
    15 : 16
           =
             0 rem 15
             : FA & OxFA
    15,10
```



