

COMP110 EXERCISE SHEET I: NUMBER BASES

Version 1.0
BSc Computing for Games
COMP110

Ed Powley

To complete this worksheet:

- **complete** the following problems using **pen and paper**; and
- **hand in** your solutions in the COMP110 workshop session in week 3.

Marks will only be awarded for correct answers **with working shown**! You **may** use online calculators or other aids to check your answers, but you **must** demonstrate that you have first performed the calculations manually.

1. Convert the following numbers from decimal to 8-bit binary:
 - (a) 211
 - (b) 130
 - (c) 79
 - (d) 141
 - (e) 31
2. Convert the following numbers from binary to decimal:
 - (a) 01111111
 - (b) 11001100
 - (c) 11101011
 - (d) 11001001
 - (e) 00000001
3. For each of the following sums:
 - Convert the numbers from decimal to 8-bit binary
 - Perform the calculation
 - Convert the answer back to decimal
 - (a) $11 + 76$
 - (b) $39 + 73$
 - (c) $72 + 89$
 - (d) $81 + 72$
 - (e) $4 + 77$
4. For each of the following differences:
 - Convert the numbers from decimal to 8-bit binary
 - Convert the second number to 2's complement representation
 - Perform the calculation
 - Convert the answer back to decimal, converting from 2's complement if necessary
 - (a) $100 - 86$
 - (b) $97 - 71$
 - (c) $30 - 33$
 - (d) $34 - 73$
 - (e) $74 - 5$