

1.2 Base 7
0, 1, 2, 3, 4, 5, 6, 10, 11, 12, 13, 14, 15, 16, 20
Base 9
0, 1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 12, 13, 14, 15

1.3 (1) one's complement

- (a) 10010 \rightarrow 01101
- (b) 110010 \rightarrow 001101
- (c) 0010101 \rightarrow 1101010
- (d) 10110.0101 \rightarrow 01001.1010
- (e) 1101.1100 \rightarrow 0010.0011
- (f) 111010.0011 \rightarrow 000101.1100
- (g) 1001.0001 \rightarrow 0110.1110
- (h) 110100.0100 \rightarrow 001011.1011
- (i) 1010110.111 \rightarrow 0101001.000

(2) two's complement

- (a) 10010 \rightarrow 01101 \leftarrow complement each bit
+ 1 \leftarrow add 1 to the LSR
01110
- (b) 110010 \rightarrow 001101 + 1 = 001110
- (c) 0010101 \rightarrow 1101010 + 1 = 1101011
- (d) 10110.0101 \rightarrow 01001.1010 + 1 = 01001.1011
- (e) 1101.1100 \rightarrow 0010.0011 + 1 = 0010.0100
- (f) 111010.0011 \rightarrow 000101.1100 + 1 = 000101.1101
- (g) 1001.0001 \rightarrow 0110.1110 + 1 = 0110.1111
- (h) 110100.0100 \rightarrow 001011.1011 + 1 = 001011.1100
- (i) 1010110.111 \rightarrow 0101001.000 + 1 = 0101001.001

1.4 nine's complement

- (a) 465
(465)₉ = 103-(465)₁₀-1 = 534
- (b) 09867
(09867)₉ = 105-(09867)₁₀-1 = 90132
- (c) 42678
(42678)₉ = 105-(42678)₁₀-1 = 57321
- (d) 8976
(8976)₉ = 104-(8976)₁₀-1 = 1023
- (e) 423.76
(423.76)₉ = 103-(423.76)₁₀-0.01 = 576.23
- (f) 561.876
(561.876)₉ = 103-(561.876)₁₀-0.001 = 438.123
- (g) 463.90
(463.90)₉ = 103-(463.90)₁₀-0.01 = 536.09
- (h) 1786.967
(1786.967)₉ = 104-(1786.967)₁₀-0.001 = 8213.032
- (i) 12356.078
(12356.078)₉ = 105-(12356.078)₁₀-0.001 = 87643.921

Ten's complement

- (a) (465)₁₀ = 103-(465)₁₀ = 535
- (b) (09867)₁₀ = 105-(09867)₁₀ = 90133
- (c) (42678)₁₀ = 105-(42678)₁₀ = 57322
- (d) (8976)₁₀ = 104-(8976)₁₀ = 1024
- (e) (423.76)₁₀ = 103-(423.76)₁₀ = 576.24
- (f) (561.876)₁₀ = 103-(561.876)₁₀ = 438.124
- (g) (463.90)₁₀ = 103-(463.90)₁₀ = 536.10
- (h) (1786.967)₁₀ = 104-(1786.967)₁₀ = 8213.033
- (i) (12356.078)₁₀ = 105-(12356.078)₁₀ = 87643.922

1.5 (a) x+y

$$\begin{array}{r} 1101010 \\ + 10111 \\ \hline 10000001 \end{array}$$

xxv

1101010

x 10111

1101010

1101010

0000000

1101010

x/y

1101010

11010 > 10111

q1=1; subtract

-10111

00111 < 10111

q2=0; do not subtract

-10111

01110 < 10111

q3=0; do not subtract

-10111

1110 \leftarrow remainder

100 \leftarrow quotient

(b) x+y

101101

x-y

101101

+ 1111

111100

- 1111

11110

xxv

101101

x 1111

101101

101101

101101

101101

x/y

101101

1011 < 1111

q1=0; do not subtract

-1111

10110 > 1111

q2=1; subtract

-1111

1111 > 1111

q3=1; subtract

-1111

0 \leftarrow remainder

011 \leftarrow quotient