(e)
```
x+y     234.6
      + 156.7
        413.5

        x-y     234.6
              - 156.7
                055.7

x*y
        234.6
      x 156.7
        2111.2
       16544
      14176
      2346
      417435.2
```

```
scratch pad     Octal
6x7 =           52
4x7 =           34
3x7 =           25
2x7 =           16
                21112
6x6 =           44
4x6 =           30
3x6 =           22
2x6 =           14
                16544
6x5 =           36
4x5 =           24
3x5 =           17
2x5 =           12
                14176
```

x/y
```
        1.3
156.7 | 234.6
        156.7
        55.70
        51.45.
        4.23
```
11 ← carry

1.7 (a)
```
x+y     1CF
      + B6
        285

        x-y     1CF
              - B6
                119
```

```
x*y     1CF
      x B6
        ADA
       13E5
       1492A
```

```
scratch pad       hexadecimal
Fx6= (5A)16       5A
Cx6= (48)16       48
1x6= (6)16        6
FxB= (A5)16       ADA
CxB= (84)16       AA5
1xB= (B)16        B
                  13E5
```

x/y
```
           F      ← quotient
B6 | 1CF
       185
       1A         ← remainder
```

(b)
```
x+y     1B59A
      + C23
        1C1BD

        x-y     1B59A
              - C23
                1A977
```

x*y
```
         1B59A
       x  C23
         520CE    <--P1
        36B34     <--P2
       148338     <--P3
       148F0C0E
```

```
scratch pad      hexadecimal
Ax3=             1E
9x3=             1B
5x3=             F
Bx3=             21
1x3=             3
                 520CE(P1)
Ax2=             14
9x2=             12
5x2=             A
Bx2=             16
1x2=             2
                 36B34(P2)
AxC=             78
9xC=             6C
5xC=             3C
BxC=             84
1xC=             C
                 148338(P3)
```

(c)
```
x+y     B6
      + 1CF
        285

        x-y     1CF
              - B6
                119  --> -119(x<y)
```

```
x*y     B6
      x 1CF
        AAA
        888
        B6
        1492A
```

```
scratch pad      hexadecimal
6xF=             5A
BxF=             AAA(P1)
6xC=             48
BxC=             84
6x1=             6
8x1=             8
                 888(P2)
                 B6(P3)
```

x/y
```
            24
C23 | 1B59A
        1846
        313A
        308C
        AE
```

x/y
```
            0     <--- quotient
1CF | B6
        0
        B6        <--- remainder
```