

(c)

```
11001101      110 > 101      q1 = 1; subtract
-101
010           010 < 101      q2 = 0; do not subtract
-101           101 ≥ 101      q3 = 1
101           001 < 101      q4 = 0
-101           010 < 101      q5 = 0
001           101 < 101      q6 = 1
-101
010
-101
101
-101
0
101001 <--- remainder
101001 <--- quotient
```

(d)

```
11010
x11001
11010
00000
00000
11010
+ 11010
1010001010
```

1.12 (a) two's complement

```
1011010
- 10101
1011010
1101011
11000101
= 1000101
```

(b) one's complement

```
10101
-1011010
0010101
+0100110
0111011 = -(1000101)
```

1's complement

```
1011010
+1101010
11000100
+ 1
1000101 = (1000101)
```

```
10101
-1011010
0010101
+0100101
0111010 = -(1000101)
```

1.13 (a) nine's complement

```
1875      9's complement
-924      1875
10975
+9075
10950
+ 1
0951 = 951
924      0924
-1875      +8124
9048 = -(951)
```

(b) ten's complement

```
1875      10's complement
-924      1875
10951 = 951
924      0924
-1875      +8125
9049 = -(951)
```

1.14 (a)

```
113
-87
0 1110001
+1 0101001
10 0011010 = +(0011010)2
```

(b)

```
87
-113
0 1010111
+1 0001111
1 1100110 = -(0011010)2
```

(c)

```
43
+26
0 0101011
+0 0011010
0 1000101 = +(1000101)2
```

(d)

```
96
-22
0,1100000
+1 1101010
10 1001010 = +(1001010)2
```

(e)

```
46
-77
0 0101110
+1 0110011
1 1100001 = -(0011111)2
```

1.15 (a)

```
7256      scratch pad      total
x 23      6x3= 22
26012 <---P1      5x3= 17
16534 <---P2      2x3= 6
213352      7x3= 25
26012 <--- P1
14
12
4
16
16534 <---P2
```