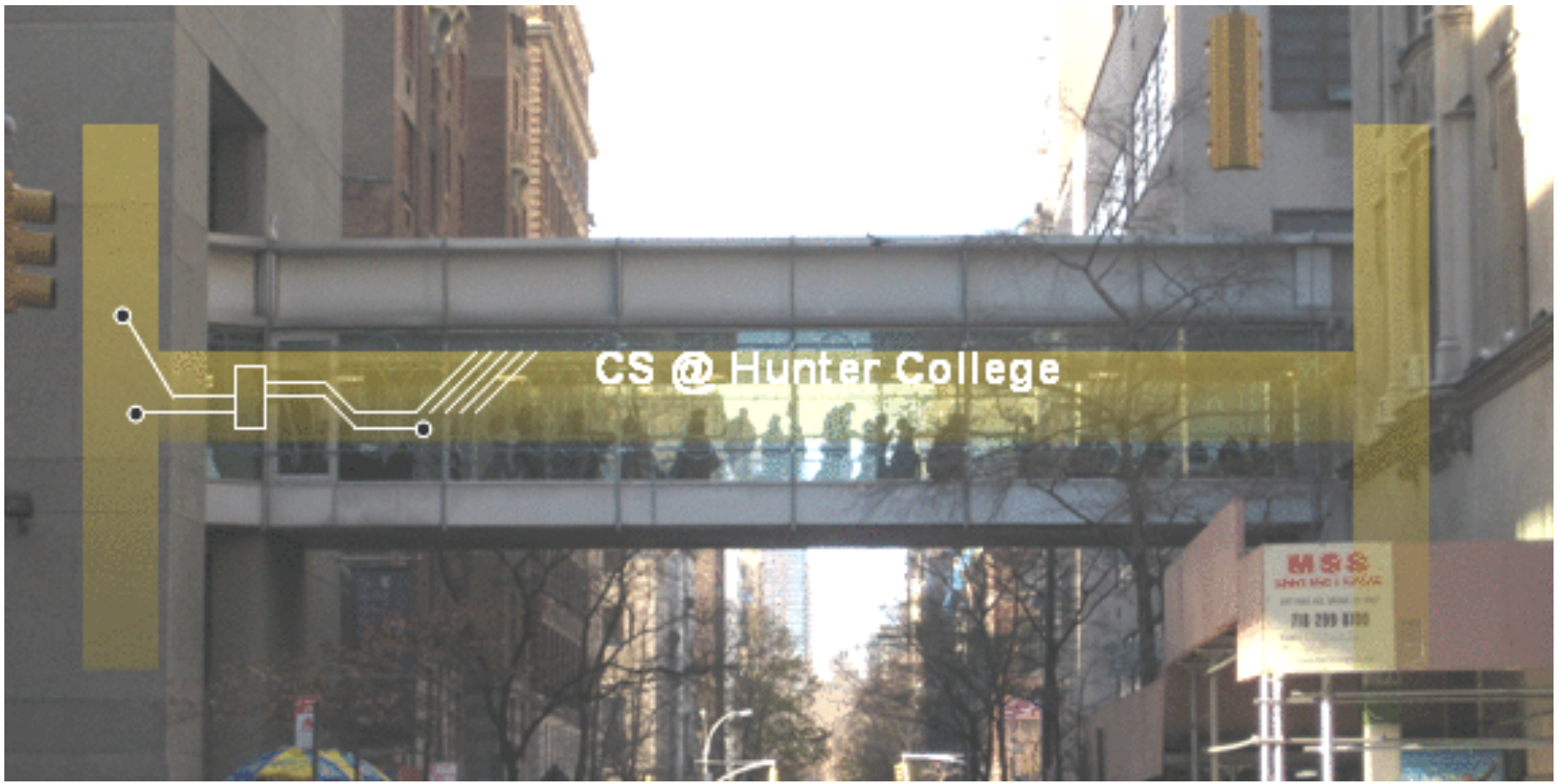
CSci 127: Introduction to Computer Science



hunter.cuny.edu/csci

Today's Topics

- Design Patterns: Searching
- Python Recap
- Machine Language
- Machine Language: Jumps & Loops
- Binary & Hex Arithmetic
- Final Exam: Format

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- **Design Patterns: Searching**
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Predict what the code will do:

```
def search(nums, locate):
    found = False
    i = 0
    while not found and i < len(nums):
        print(nums[i])
        if locate == nums[i]:
            found = True
        else:
            i = i+1
    return(found)

nums= [1,4,10,6,5,42,9,8,12]
if search(nums,6):
    print('Found it! 6 is in the list!')
else:
    print('Did not find 6 in the list.')
```

Python Tutor

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(Demo with `pythonTutor`)

Design Pattern: Linear Search

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def search(nums, locate):
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    i = 0
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- Example of **linear search**.
- Start at the beginning of the list.
- Look at each item, one-by-one.
- Stopping, when found, or the end of list is reached.

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- Design Patterns: Searching
- **Python Recap**
- Machine Language
- Machine Language: Jumps & Loops
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Python & Circuits Review: 9 Classes in 10 Minutes

A whirlwind tour of the semester, so far...

Class 1: print(), loops, comments, & turtles

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- Introduced comments & print():

```
#Name:  Thomas Hunter                          ← These lines are comments
#Date:  September 1, 2017                      ← (for us, not computer to read)
#This program prints:  Hello, World!           ← (this one also)

print("Hello, World!")                         ← Prints the string "Hello, World!" to the screen
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print("Hello, World!")                         ← Prints the string "Hello, World!" to the screen
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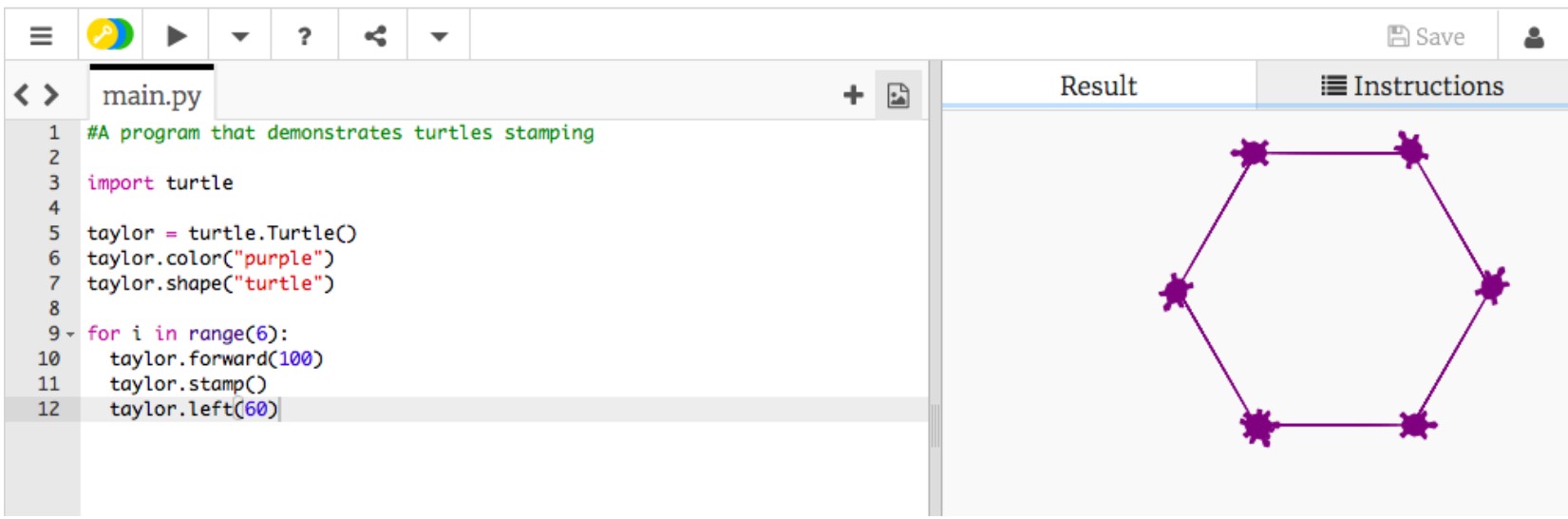
- As well as definite loops & the turtle package:



Class 1: variables, data types, more on loops & range()

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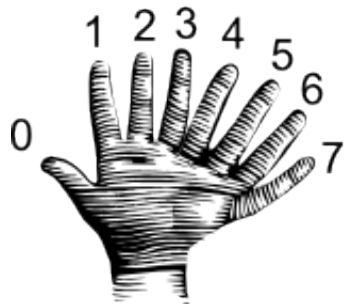
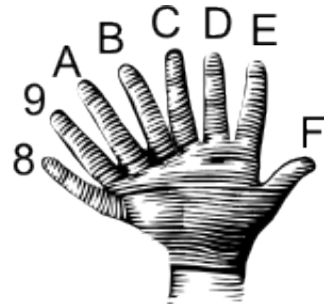
  - **class variables**: for complex objects, like turtles.
- More on loops & ranges:

```
1  #Predict what will be printed:
2
3  for num in [2,4,6,8,10]:
4      print(num)
5
6  sum = 0
7  for x in range(0,12,2):
8      print(x)
9      sum = sum + x
10
11 print(sum)
12
13 for c in "ABCD":
14     print(c)
```

Class 2: colors, hex, slices, numpy & images

Color Name	HEX	Color
Black	#000000	
Navy	#000080	
DarkBlue	#00008B	
MediumBlue	#0000CD	
Blue	#0000FF	





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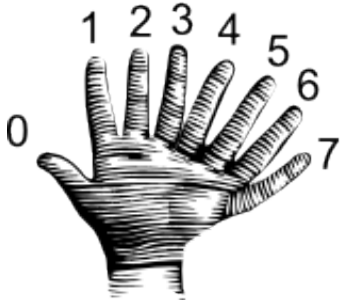

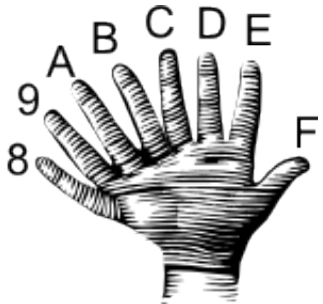

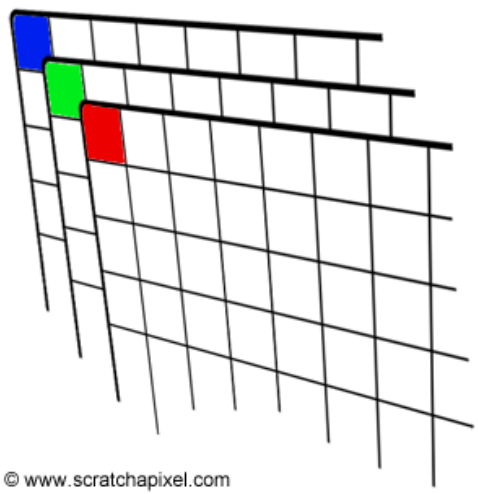

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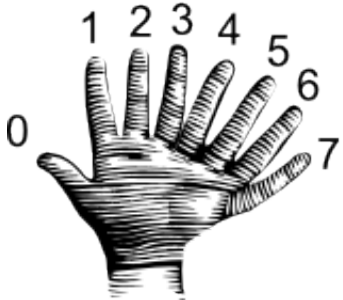
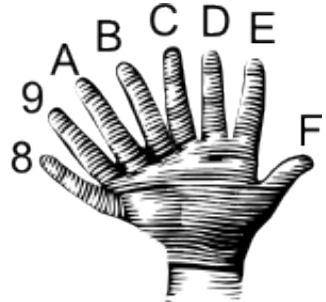
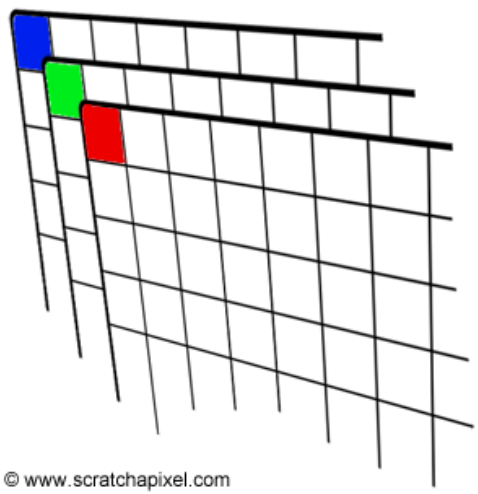




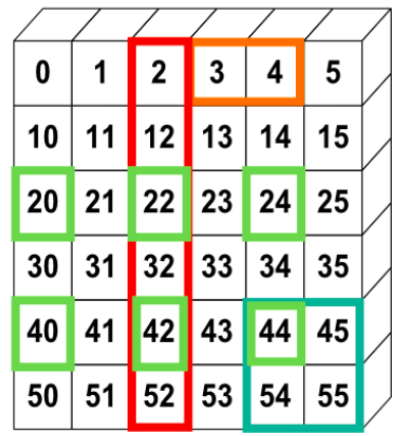



```
>>> a[0,3:5]
array([3,4])

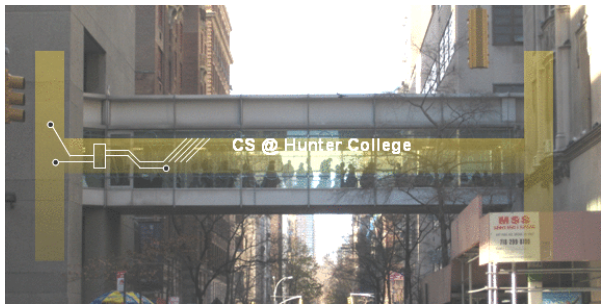
>>> a[4:,4:]
array([[44, 45],
       [54, 55]])

>>> a[:,2]
array([2,12,22,32,42,52])

>>> a[2::2,::2]
array([[20,22,24]
       [40,42,44]])
```



Class 3: design problem (cropping images) & decisions



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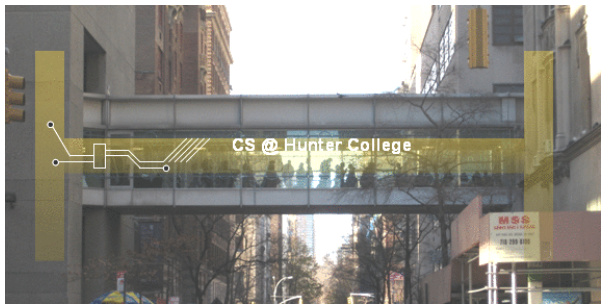

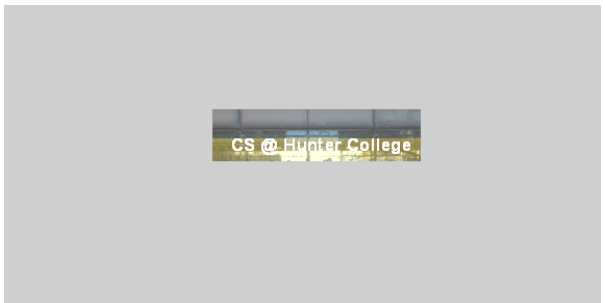

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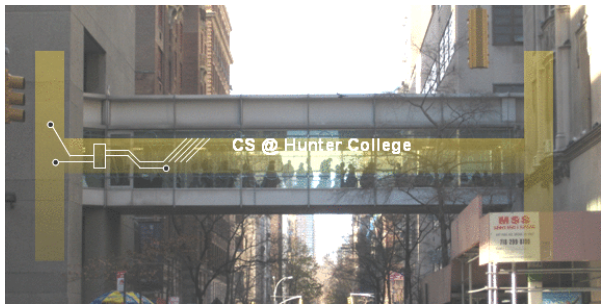

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- Next: write pseudocode.
  1. Import numpy and pyplot.
  2. Ask user for file names and dimensions for cropping.
  3. Save input file to an array.
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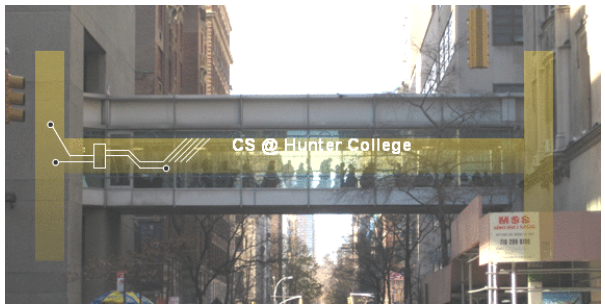

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- Next: translate to Python.

Class 3: design problem (cropping images) & decisions

```
yearBorn = int(input('Enter year born: '))
if yearBorn < 1946:
    print("Greatest Generation")
elif yearBorn <= 1964:
    print("Baby Boomer")
elif yearBorn <= 1984:
    print("Generation X")
elif yearBorn <= 2004:
    print("Millennial")
else:
    print("TBD")

x = int(input('Enter number: '))
if x % 2 == 0:
    print('Even number')
else:
    print('Odd number')
```

Class 4: logical operators, truth tables & logical circuits

```
origin = "Indian Ocean"
winds = 100
if (winds > 74):
    print("Major storm, called a ", end="")
    if origin == "Indian Ocean" or origin == "South Pacific":
        print("cyclone.")
    elif origin == "North Pacific":
        print("typhoon.")
    else:
        print("hurricane.")

visibility = 0.2
winds = 40
conditions = "blowing snow"
if (winds > 35) and (visibility < 0.25) and \
      (conditions == "blowing snow" or conditions == "heavy snow"):
    print("Blizzard!")
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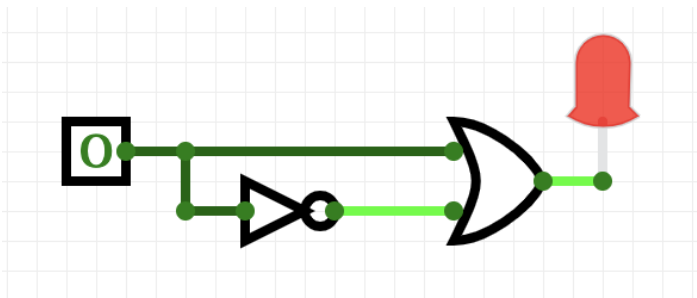
in1		in2	*returns:*
False	and	False	False
False	and	True	False
True	and	False	False
True	and	True	True



Class 5: structured data, pandas, & more design

```
Source:  https://en.wikipedia.org/wiki/Demographics_of_New_York_City,,,,,,
All population figures are consistent with present-day boundaries.,,,,,,
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Year,Manhattan,Brooklyn,Queens,Bronx,Staten Island,Total
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1771,21863,3623,,,2847,28423
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1800,60515,5740,6642,1755,4563,79215
1810,96373,8303,7444,2267,5347,119734
1820,123706,11187,8246,2782,6135,152056
1830,202589,20535,9049,3023,7082,242278
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1860,813669,279122,32903,23593,25492,1174779
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1900,1850093,1166582,152999,200507,67021,3437202
1910,2331542,1634351,284041,430980,85969,4766883
1920,2284103,2018356,469042,732016,116531,5620048
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1950,1960101,2738175,1550849,1451277,191555,7891957
1960,1698281,2627319,1809578,1424815,221991,7781984
1970,1539233,2602012,1986473,1471701,295443,7894862
1980,1428285,2230936,1891325,1168972,352121,7071639
1990,1487536,2300664,1951598,1203789,378977,7322564
2000,1537195,2465326,2229379,1332650,443728,8008278
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2015,1644518,2636735,2339150,1455444,474558,8550405
```

`nycHistPop.csv`

In Lab 6

Class 5: structured data, pandas, & more design

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import matplotlib.pyplot as plt
import pandas as pd
```

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`nycHistPop.csv`

In Lab 6

Class 5: structured data, pandas, & more design

```
import matplotlib.pyplot as plt
import pandas as pd

pop = pd.read_csv('nycHistPop.csv',skiprows=5)
```

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1900,1850093,1166582,152999,200507,67021,3437202
1910,2331542,1634351,284041,430980,85969,4766883
1920,2284103,2018356,469042,732016,116531,5620048
1930,1867312,2560401,1079129,1265258,158346,6930446
1940,1889924,2698285,1297634,1394711,174441,7454995
1950,1960101,2738175,1550849,1451277,191555,7891957
1960,1698281,2627319,1809578,1424815,221991,7781984
1970,1539233,2602012,1986473,1471701,295443,7894862
1980,1428285,2230936,1891325,1168972,352121,7071639
1990,1487536,2300664,1951598,1203789,378977,7322564
2000,1537195,2465326,2229379,1332650,443728,8008278
2010,1585873,2504700,2230722,1385108,468730,8175133
2015,1644518,2636735,2339150,1455444,474558,8550405
```

nycHistPop.csv

In Lab 6

Class 5: structured data, pandas, & more design

```
import matplotlib.pyplot as plt
import pandas as pd

pop = pd.read_csv('nycHistPop.csv',skiprows=5)

pop.plot(x="Year")
plt.show()
```

```
Source:  https://en.wikipedia.org/wiki/Demographics_of_New_York_City,,,,,,
All population figures are consistent with present-day boundaries.,,,,,,
First census after the consolidation of the five boroughs,,,,,,
,,,,,,
,,,,,,
Year,Manhattan,Brooklyn,Queens,Bronx,Staten Island,Total
1698,4937,2017,,,727,7681
1771,21863,3623,,,2847,28423
1790,33131,4549,6159,1781,3827,49447
1800,60515,5740,6642,1755,4563,79215
1810,96373,8303,7444,2267,5347,119734
1820,123706,11187,8246,2782,6135,152056
1830,202589,20535,9049,3023,7082,242278
1840,312710,47613,14480,5346,10965,391114
1850,515547,138882,18593,8032,15061,696115
1860,813669,279122,32903,23593,25492,1174779
1870,942292,419921,45468,37393,33029,1478103
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In Lab 6

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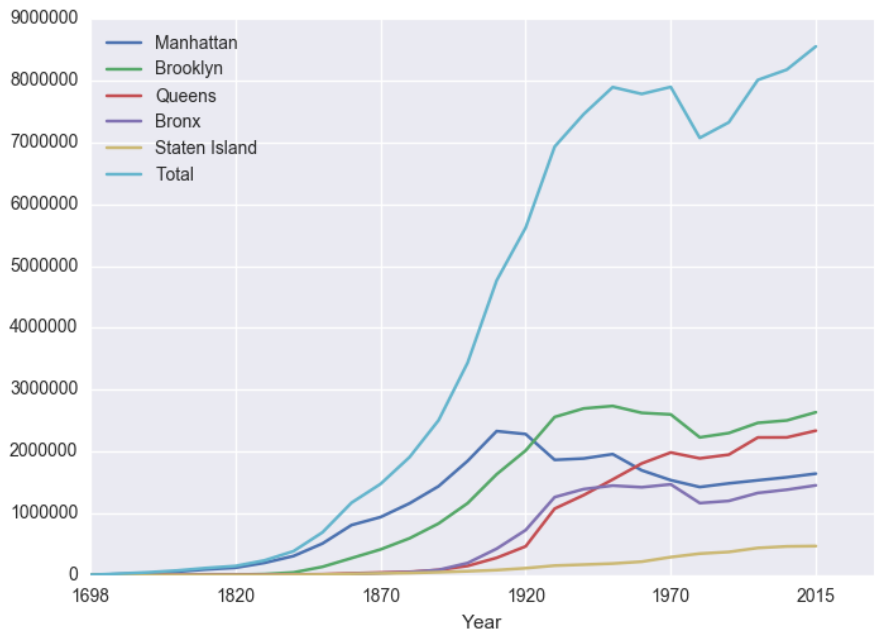

Class 6: functions

```
#Name:  your name here
#Date:  October 2017
#This program, uses functions,
#     says hello to the world!

def main():
     print("Hello, World!")

if __name__ == "__main__":
     main()
```

- Functions are a way to break code into pieces, that can be easily reused.

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- You **call** or **invoke** a function by typing its name, followed by any inputs, surrounded by parenthesis: Example: `print("Hello", "World")`
- Can write, or **define** your own functions, which are stored, until invoked or called.

Class 7: function parameters, github

- Functions can have **input parameters**.

```
def totalWithTax(food,tip):
    total = 0
    tax = 0.0875
    total = food + food * tax
    total = total + tip
    return(total)

lunch = float(input('Enter lunch total: '))
lTip = float(input('Enter lunch tip:' ))
lTotal = totalWithTax(lunch, lTip)
print('Lunch total is', lTotal)

dinner= float(input('Enter dinner total: '))
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Class 7: function parameters, github

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- Functions can also **return values** to where it was called.

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Formal Parameters

Actual Parameters

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Class 8: top-down design, folium, loops, and random()


```
def main():
    dataF = getData()
    latColName, lonColName = getColumnNames()
    lat, lon = getLocale()
    cityMap = folium.Map(location = [lat,lon], tiles = 'cartodbpositron',zoom_start=11)
    dotAllPoints(cityMap,dataF,latColName,lonColName)
    markAndFindClosest(cityMap,dataF,latColName,lonColName,lat,lon)
    writeMap(cityMap)
```

Class 9: more on loops, max design pattern, random()

```
dist = int(input('Enter distance: '))
while dist < 0:
    print('Distances cannot be negative.')
    dist = int(input('Enter distance: '))

print('The distance entered is', dist)
```

- Indefinite (while) loops allow you to repeat a block of code as long as a condition holds.

```
import turtle
import random

trey = turtle.Turtle()
trey.speed(10)

for i in range(100):
  trey.forward(10)
  a = random.randrange(0,360,90)
  trey.right(a)
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- The max design pattern provides a template for finding maximum value from a list.

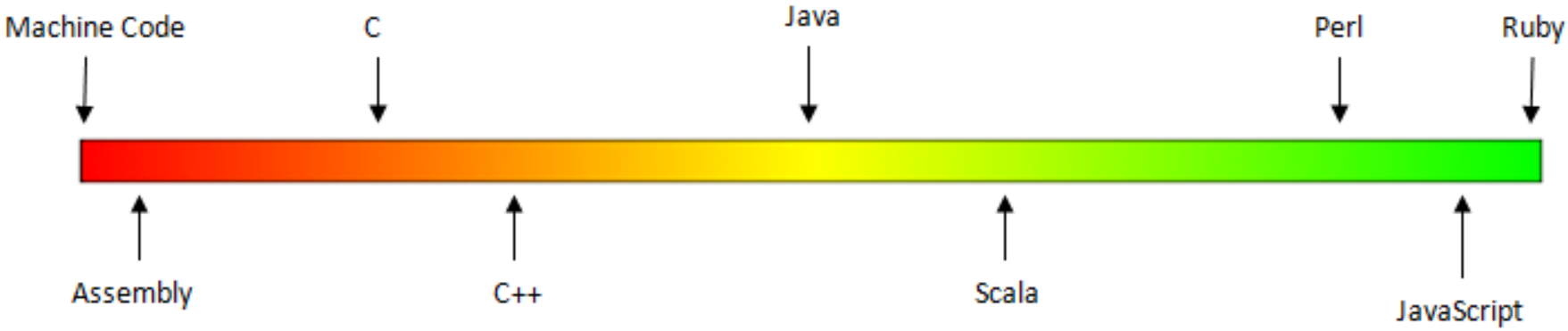
Python & Circuits Review: 9 Classes in 10 Minutes

- Input/Output (I/O): `input()` and `print()`; pandas for CSV files
- Types:
  - Primitive: int, float, bool, string;
  - Container: lists (but not dictionaries/hashes or tuples)
- Objects: turtles (used but did not design our own)
- Loops: definite & indefinite
- Conditionals: if-elif-else
- Logical Expressions & Circuits
- Functions: parameters & returns
- Packages:
  - Built-in: turtle, math, random
  - Popular: numpy, matplotlib, pandas, folium

Today's Topics

- Design Patterns: Searching
- Python Recap
- **Machine Language**
- Machine Language: Jumps & Loops
- Binary & Hex Arithmetic
- Final Exam: Format

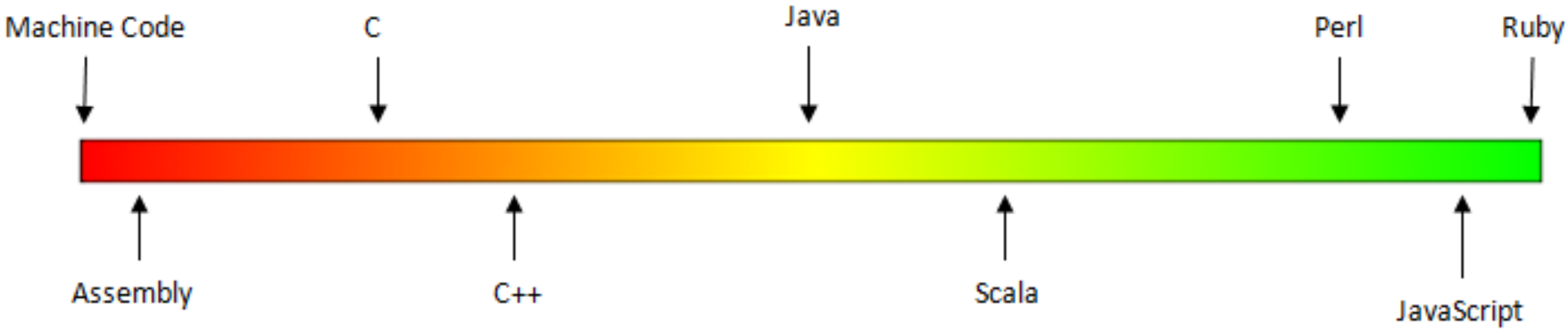
Low-Level vs. High-Level Languages



(codeCommit)

- Can view programming languages on a continuum.

Low-Level vs. High-Level Languages



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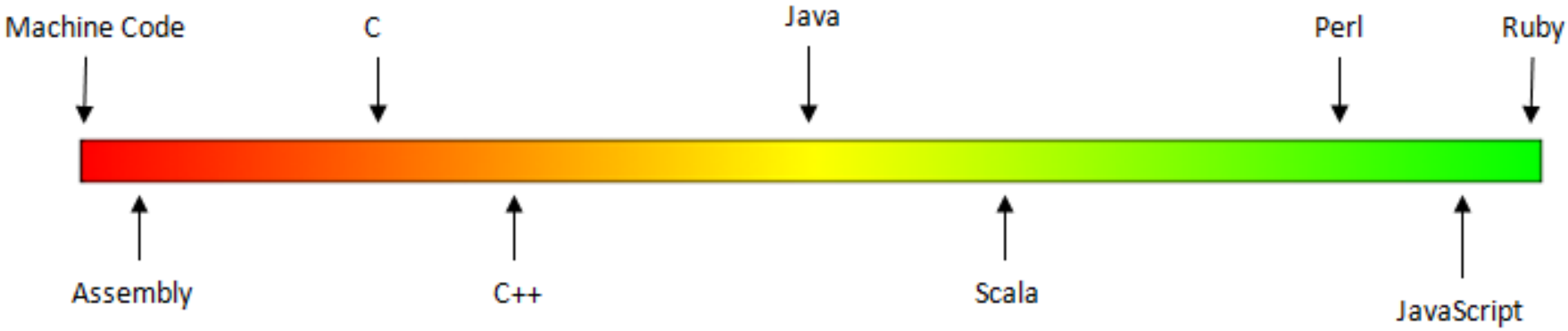
- Those that directly access machine instructions & memory and have little abstraction are **low-level languages**

Low-Level vs. High-Level Languages



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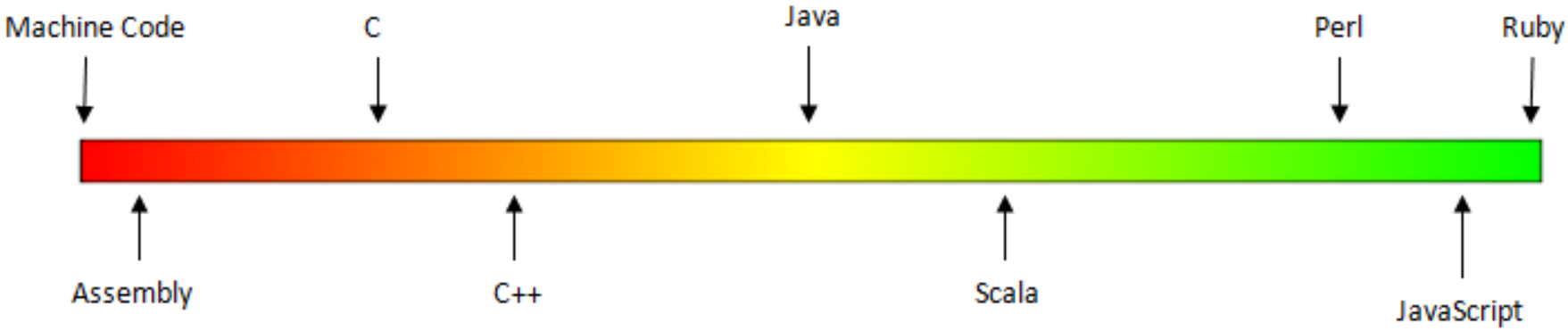

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- Those that have strong abstraction (allow programming paradigms independent of the machine details, such as complex variables, functions and looping that do not translate directly into machine code) are called **high-level languages**.

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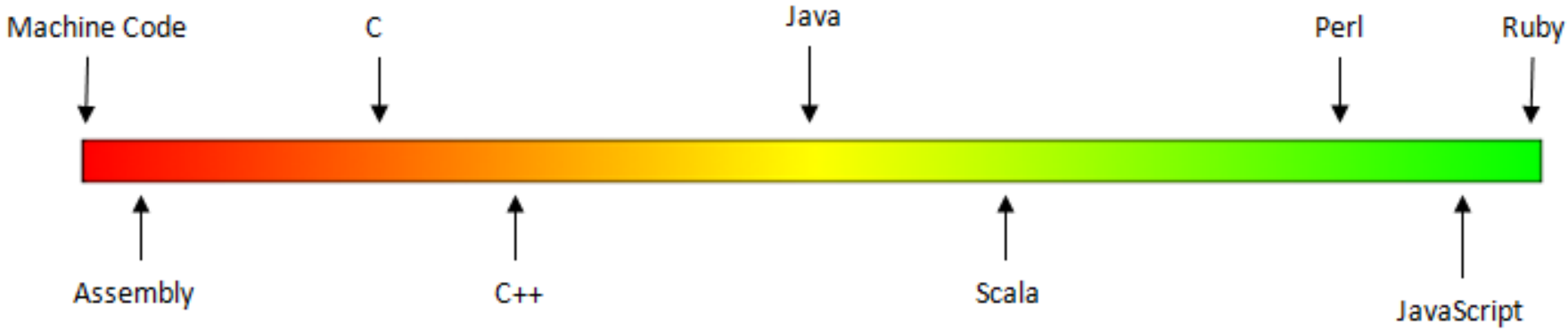

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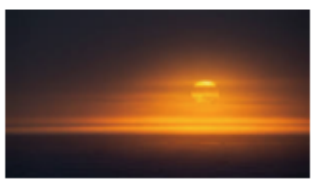
- Some languages, like C, are in between– allowing both low level access and high level data structures.

Processing

Dies ist ein Blindtext. An ihm lässt sich vieles über die Schrift ablesen, in der er gesetzt ist. Auf den ersten Blick wird der Grauwert der Schriftfläche sichtbar. Dann kann man prüfen, wie gut die Schrift zu lesen ist und wie sie auf den Leser wirkt. Dies ist ein Blindtext. An ihm lässt sich



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Data & Instructions

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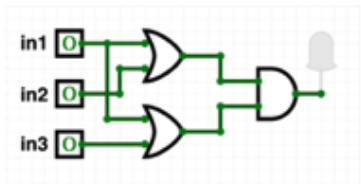
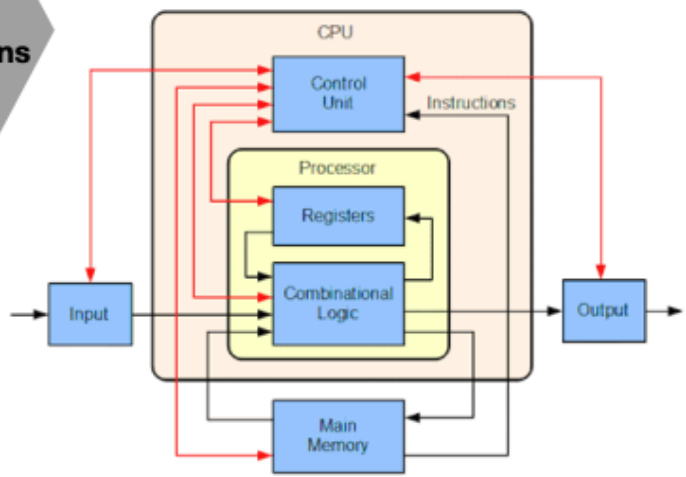
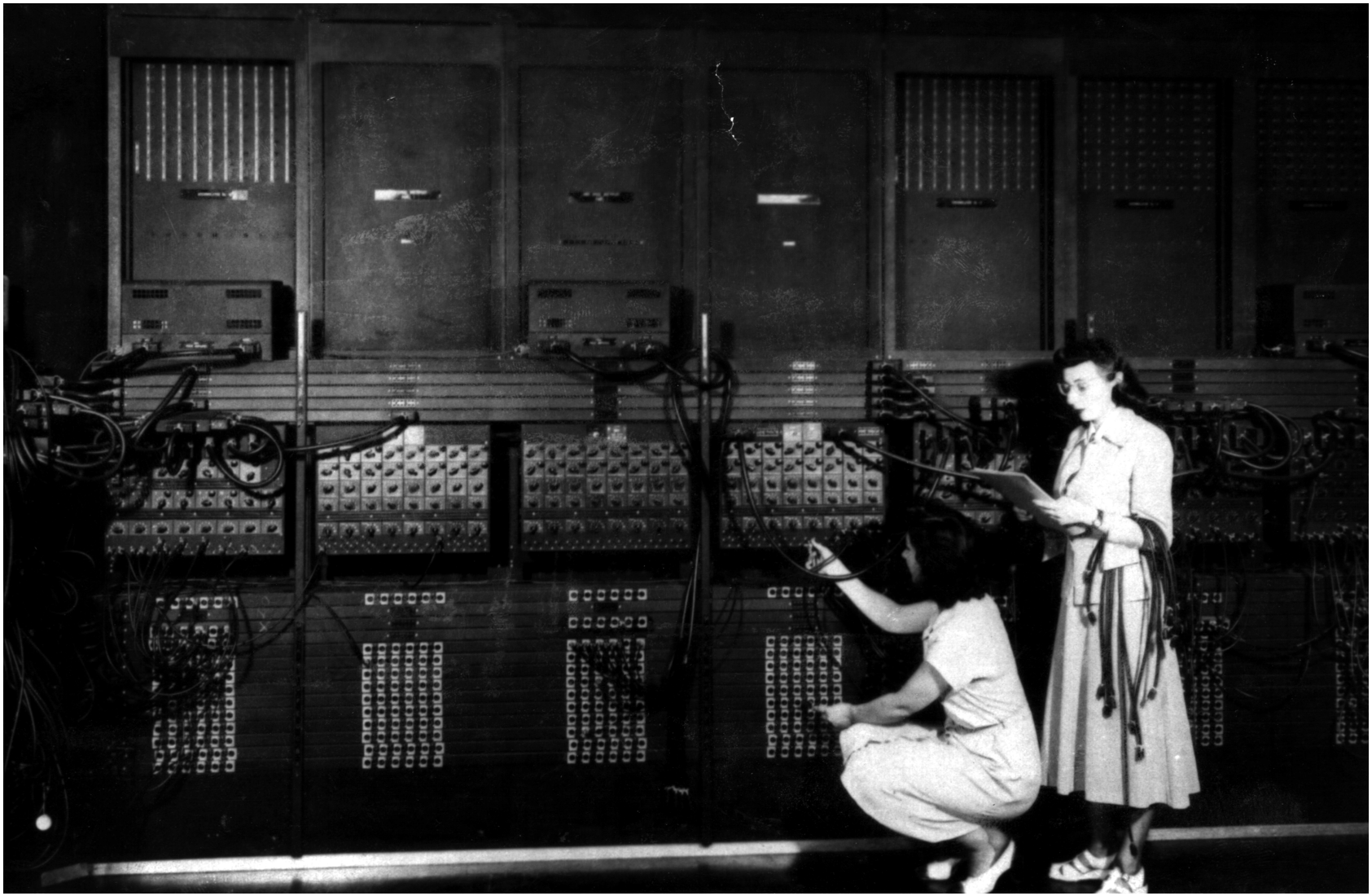


Circuits (switches)
On/Off 1/0 Logic
Billions of switches/bits

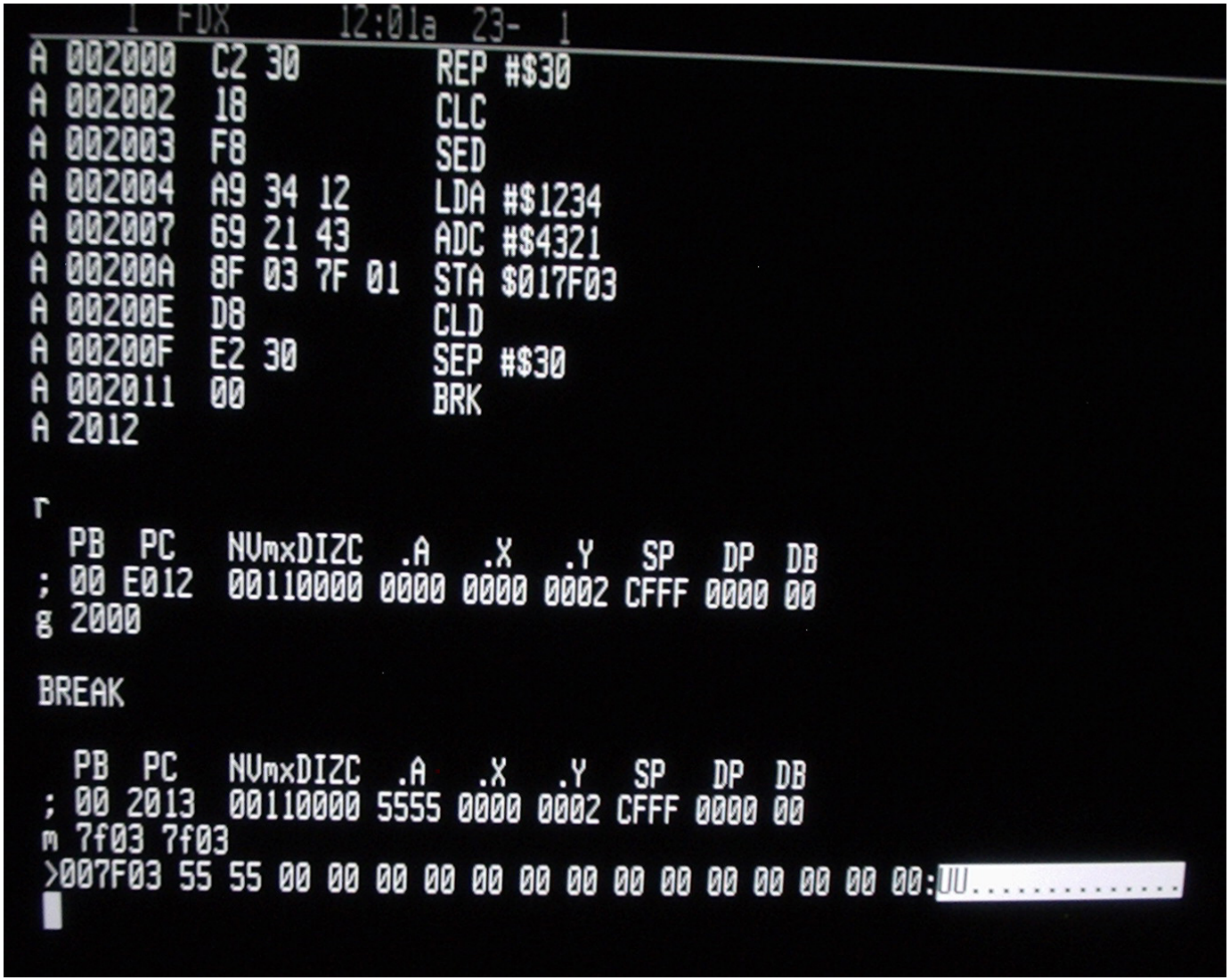


Machine Language



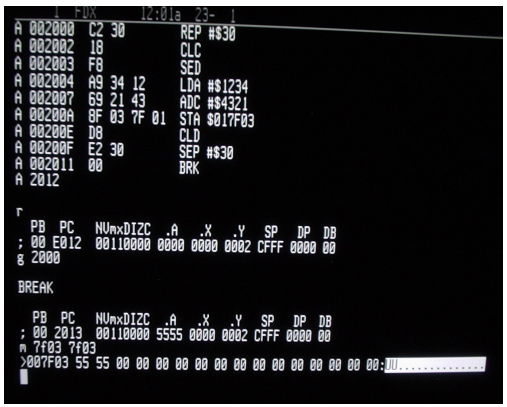
(Ruth Gordon & Ester Gerston programming the ENIAC, UPenn)

Machine Language



(wiki)

Machine Language



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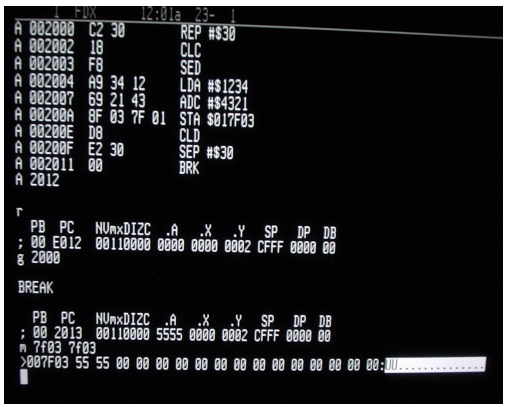
- We will be writing programs in a simplified machine language, WeMIPS.

Machine Language



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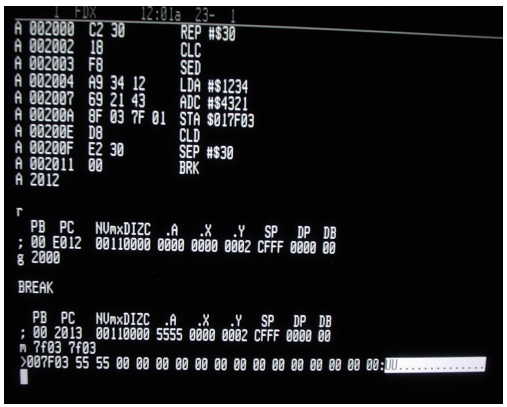

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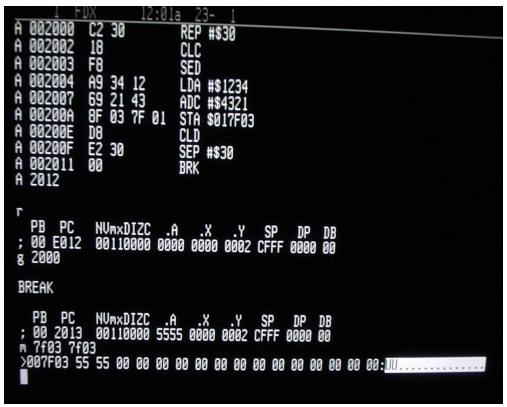
Machine Language



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- It is based on a reduced instruction set computer (RISC) design, originally developed by the MIPS Computer Systems.
- Due to its small set of commands, processors can be designed to run those commands very efficiently.
- More in future architecture classes....

"Hello World!" in Simplified Machine Language

Line: 3 Go!

Show/Hide Demos

User Guide | Unit Tests | Docs

Addition Doubler | Stav | Looper | Stack Test | Hello World

Code Gen Save String | Interactive | Binary2 Decimal | Decimal2 Binary

Debug

```
1  # Store 'Hello world!' at the top of the stack
2  ADDI $sp, $sp, -13
3  ADDI $t0, $zero, 72 # H
4  SB $t0, 0($sp)
5  ADDI $t0, $zero, 101 # e
6  SB $t0, 1($sp)
7  ADDI $t0, $zero, 108 # l
8  SB $t0, 2($sp)
9  ADDI $t0, $zero, 108 # l
10 SB $t0, 3($sp)
11 ADDI $t0, $zero, 111 # o
12 SB $t0, 4($sp)
13 ADDI $t0, $zero, 32 # (space)
14 SB $t0, 5($sp)
15 ADDI $t0, $zero, 119 # w
16 SB $t0, 6($sp)
17 ADDI $t0, $zero, 111 # o
18 SB $t0, 7($sp)
19 ADDI $t0, $zero, 114 # r
20 SB $t0, 8($sp)
21 ADDI $t0, $zero, 108 # l
22 SB $t0, 9($sp)
23 ADDI $t0, $zero, 100 # d
24 SB $t0, 10($sp)
25 ADDI $t0, $zero, 33 # !
26 SB $t0, 11($sp)
27 ADDI $t0, $zero, 0 # (null)
28 SB $t0, 12($sp)
29
30 ADDI $v0, $zero, 4 # 4 is for print string
31 ADDI $a0, $sp, 0
32 syscall             # print to the log
```

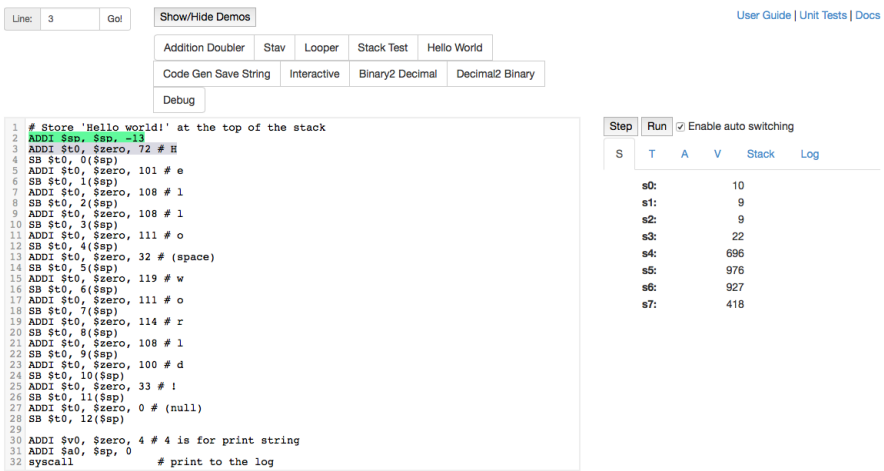
Step | Run | ☑ Enable auto switching

S | T | A | V | Stack | Log

s0:	10
s1:	9
s2:	9
s3:	22
s4:	696
s5:	976
s6:	927
s7:	418

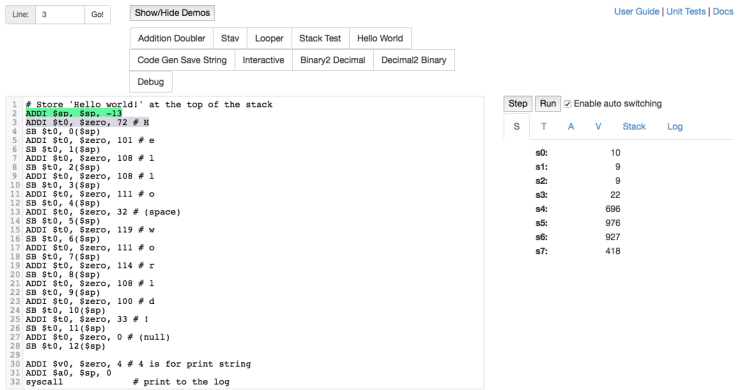
(WeMIPS)

WeMIPS



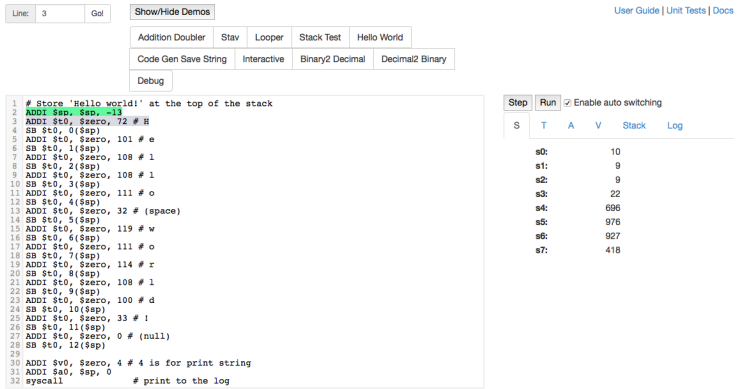
(Demo with WeMIPS)

MIPS Commands



- **Registers:** locations for storing information that can be quickly accessed.

MIPS Commands



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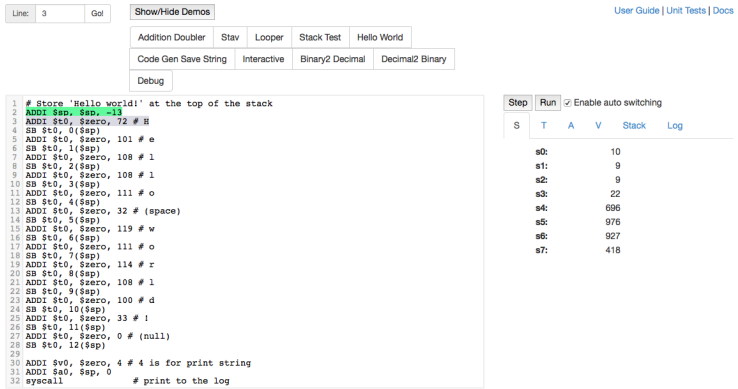

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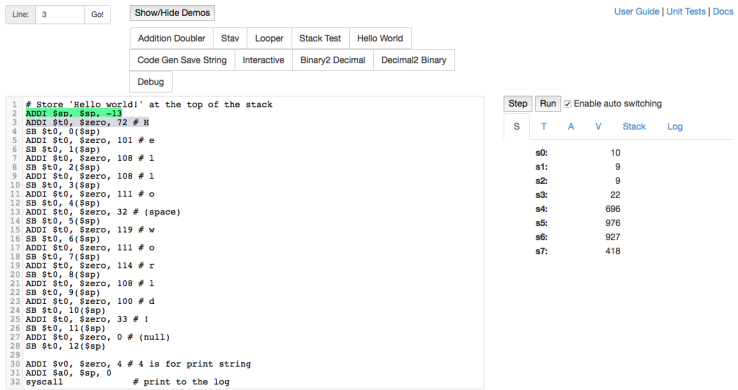

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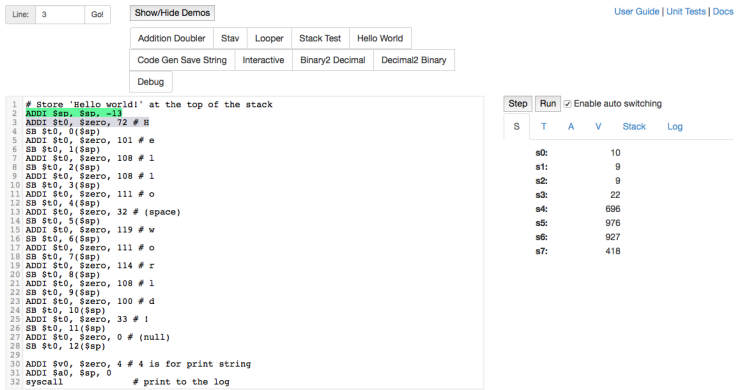

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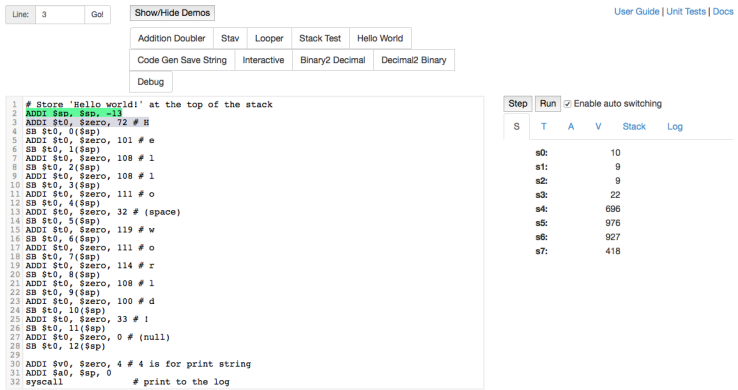

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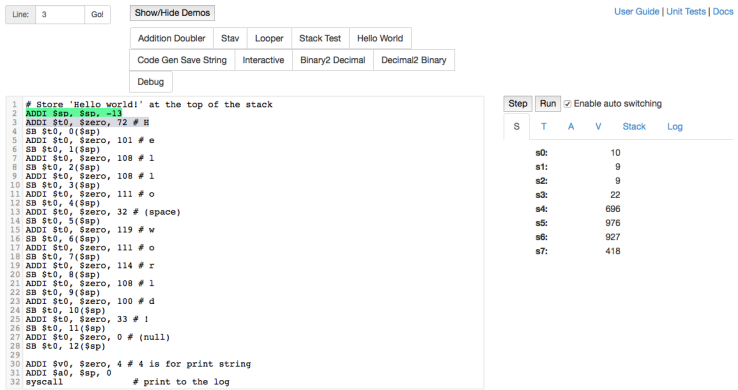

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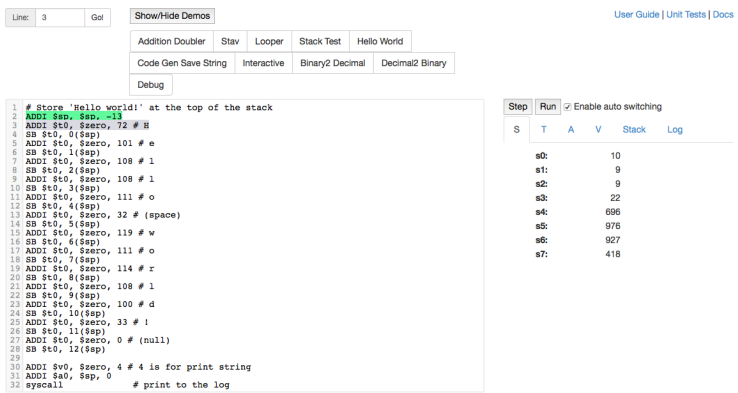

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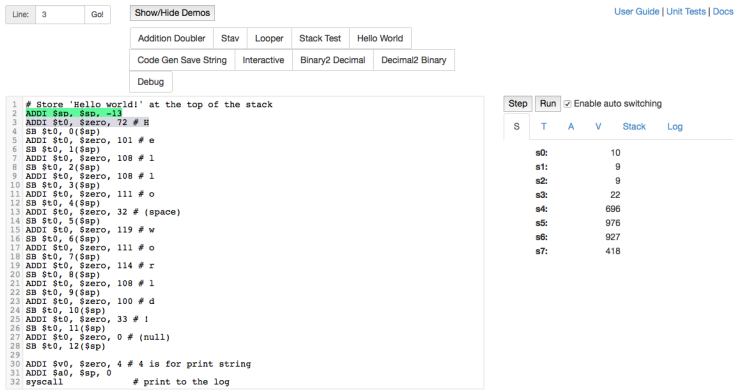

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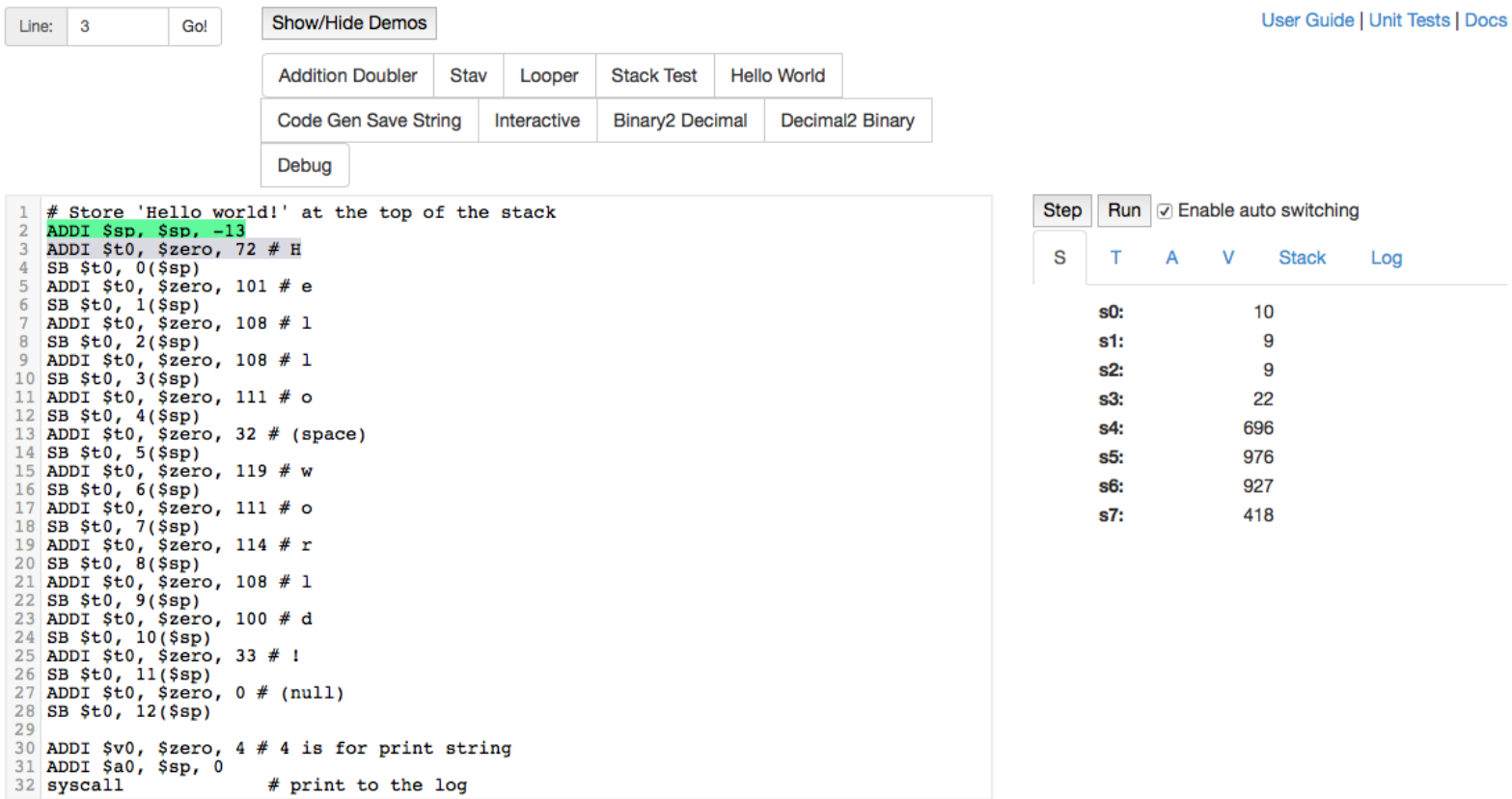
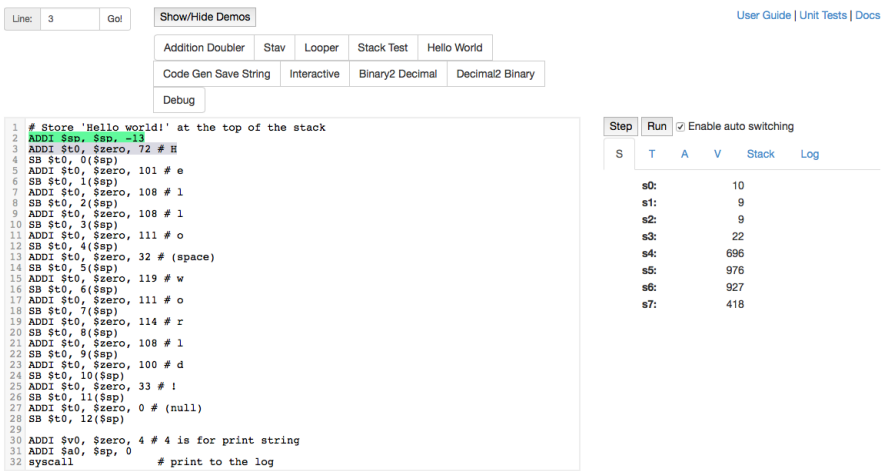
Challenge:



Write a program that prints out the alphabet: `a b c d ... x y z`

WeMIPS



(Demo with WeMIPS)

Today's Topics

- Design Patterns: Searching
- Python Recap
- Machine Language
- **Machine Language: Jumps & Loops**
- Binary & Hex Arithmetic
- Final Exam: Format

Loops & Jumps in Machine Language

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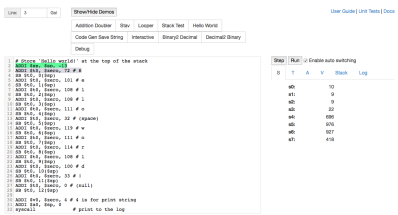

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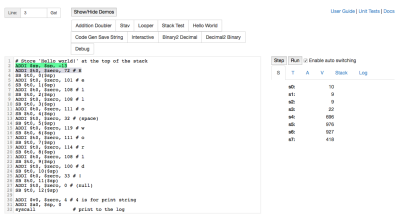

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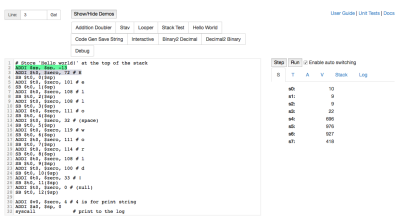

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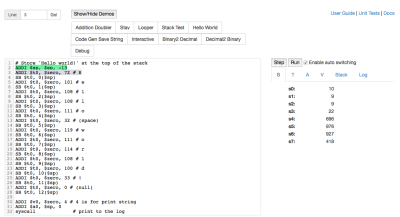

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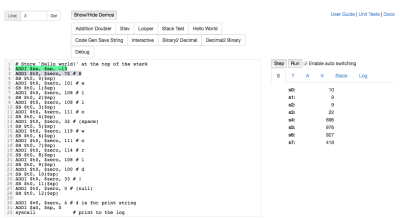

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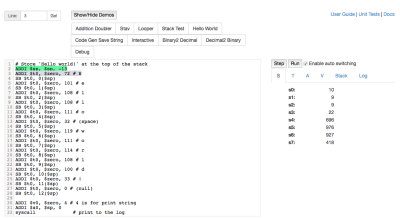

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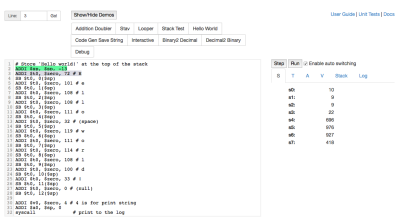

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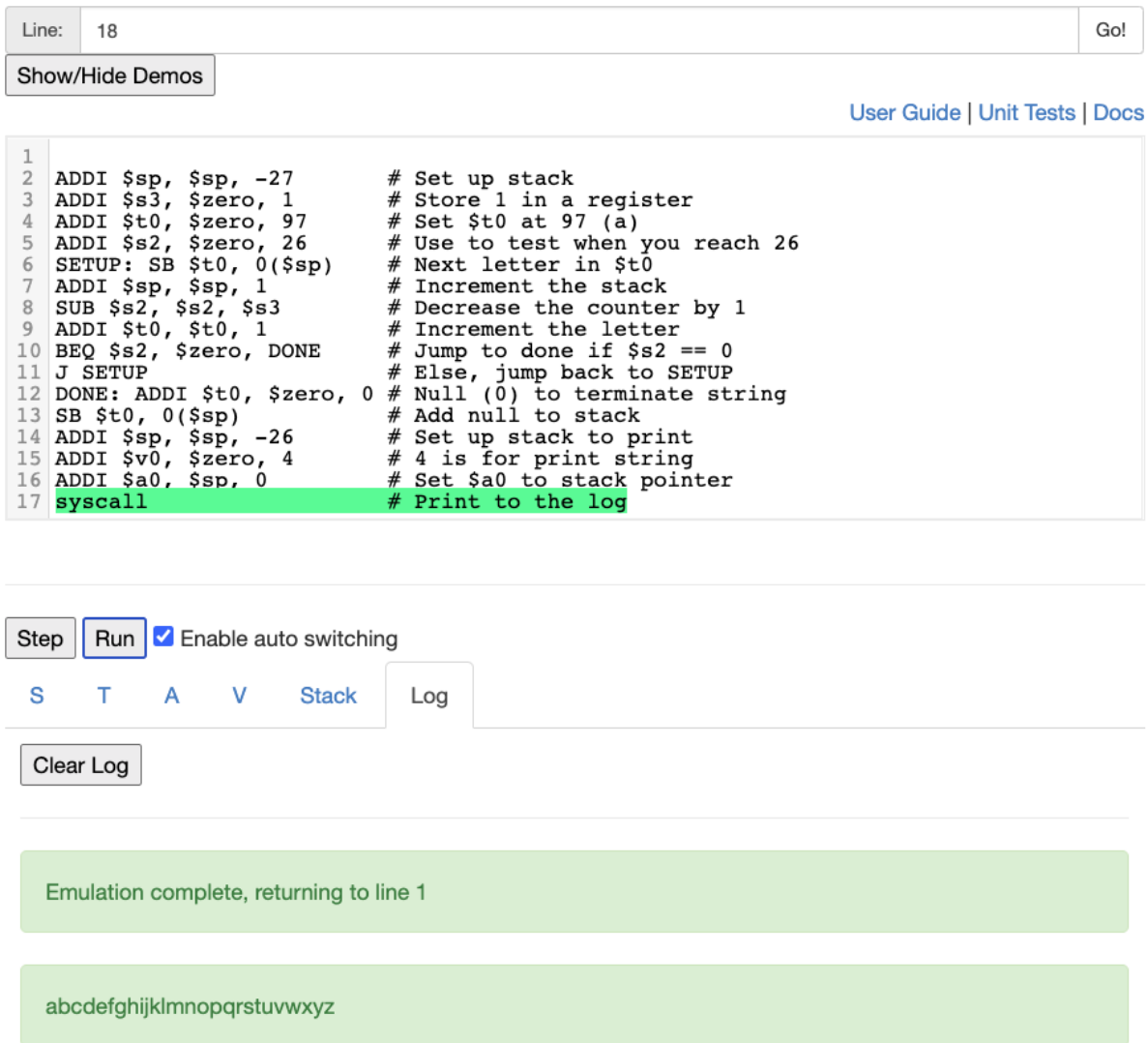
  - See reading for more variations.

Jump Demo



(Demo with `WeMIPS`)

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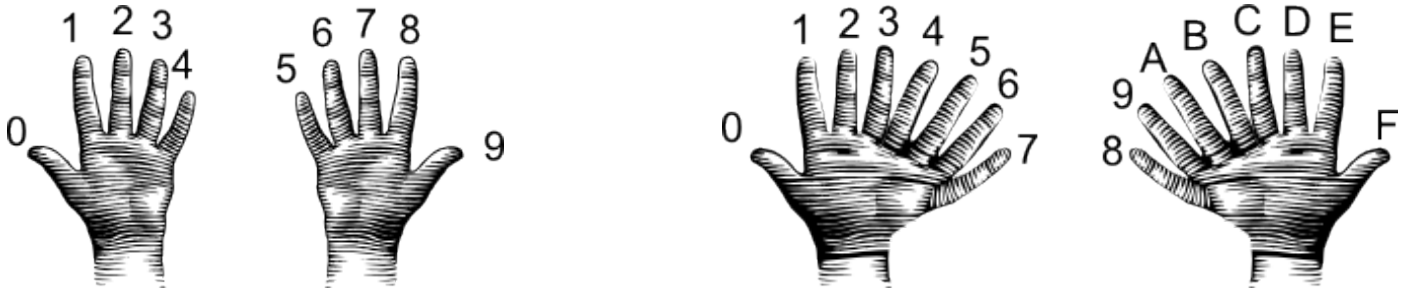
Hexadecimal to Decimal: Converting Between Bases



(from i-programmer.info)

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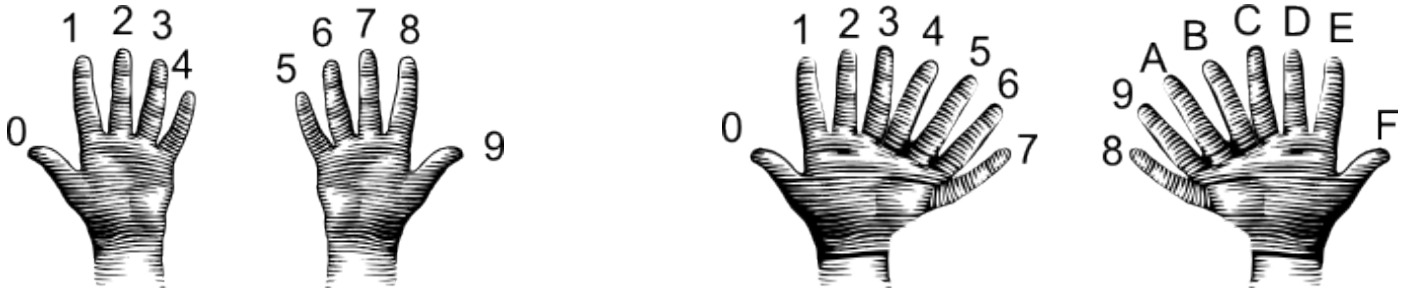

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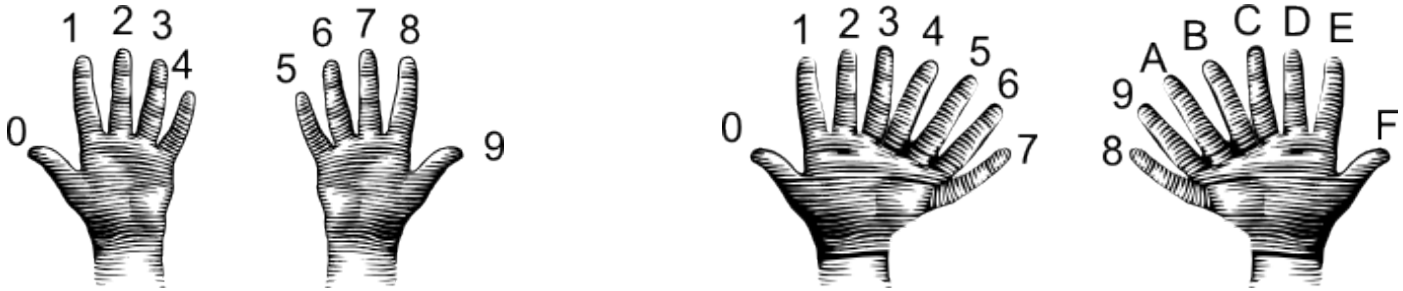

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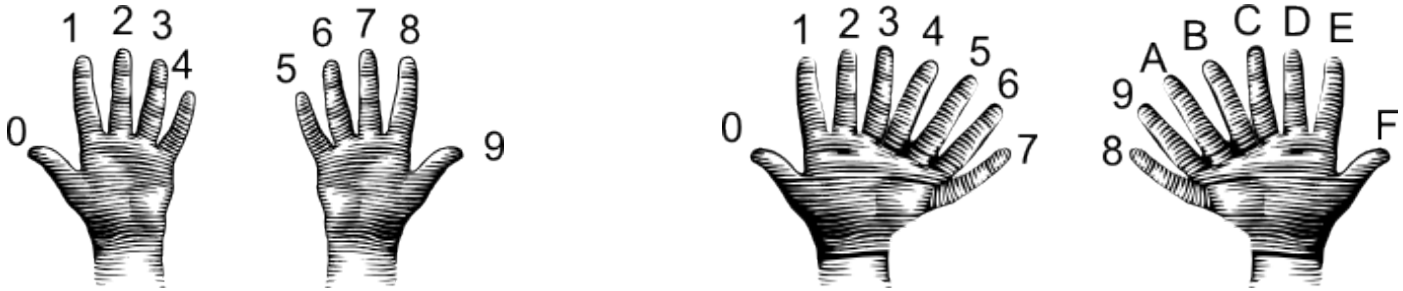

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    `2 in decimal is 2.`

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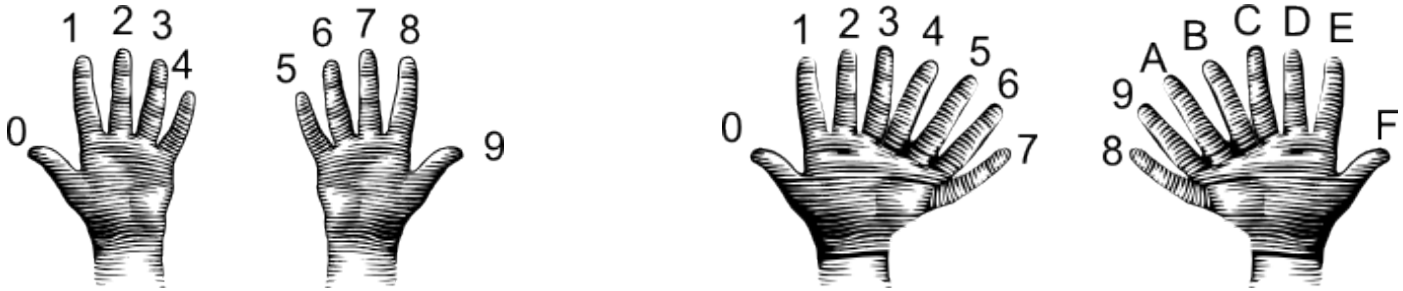

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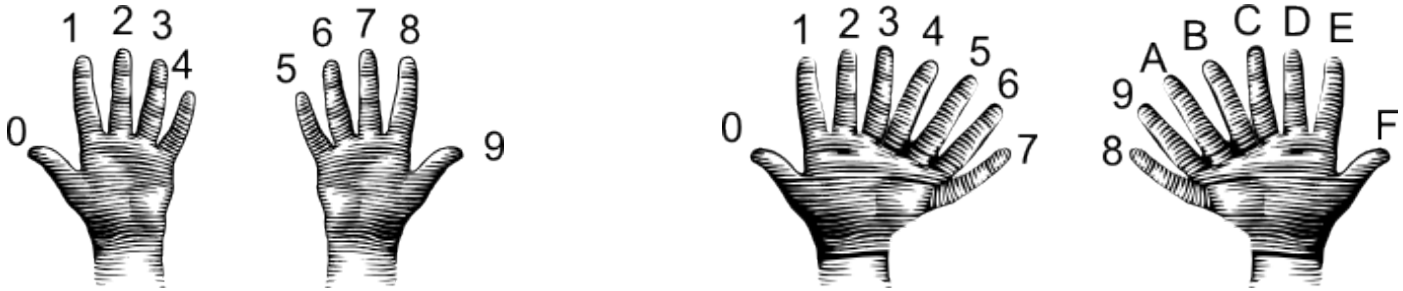

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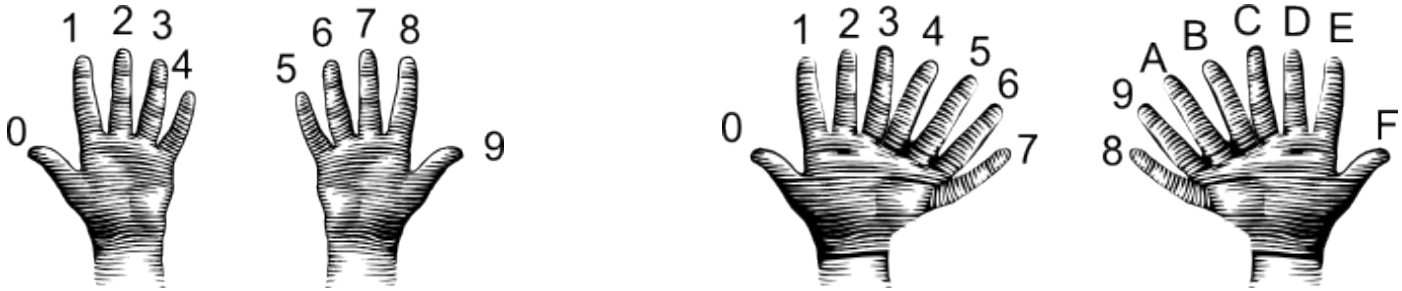

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    ```
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    32 + 10 is 42.
    ```

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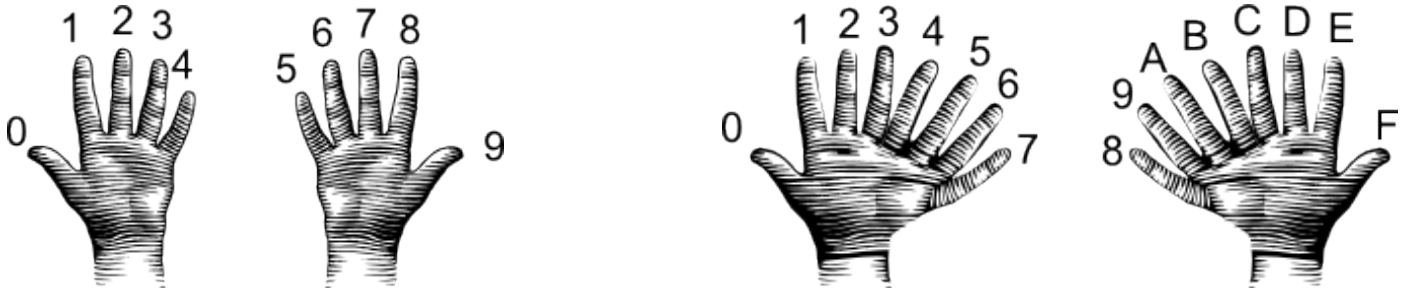

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- From hexadecimal to decimal (assuming two-digit numbers):
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  - Example: what is 2A as a decimal number?

    `2 in decimal is 2. 2*16 is 32.`

    `A in decimal digits is 10.`

    `32 + 10 is 42.`

    Answer is 42.
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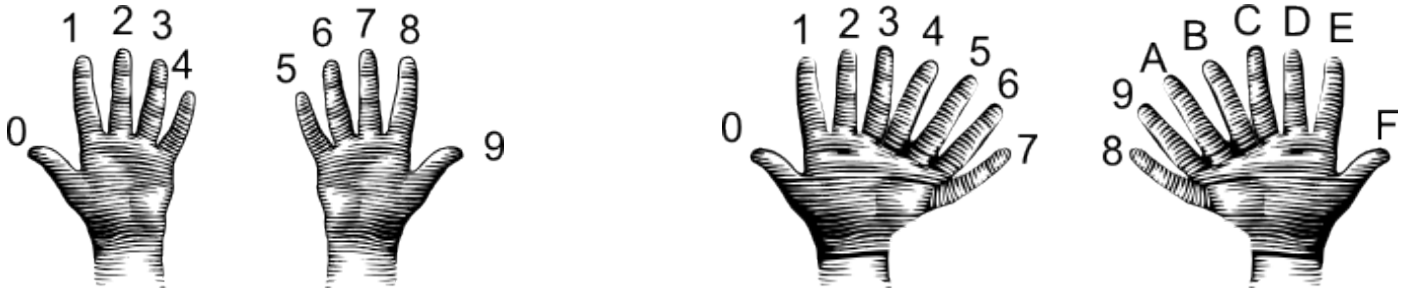
Hexadecimal to Decimal: Converting Between Bases



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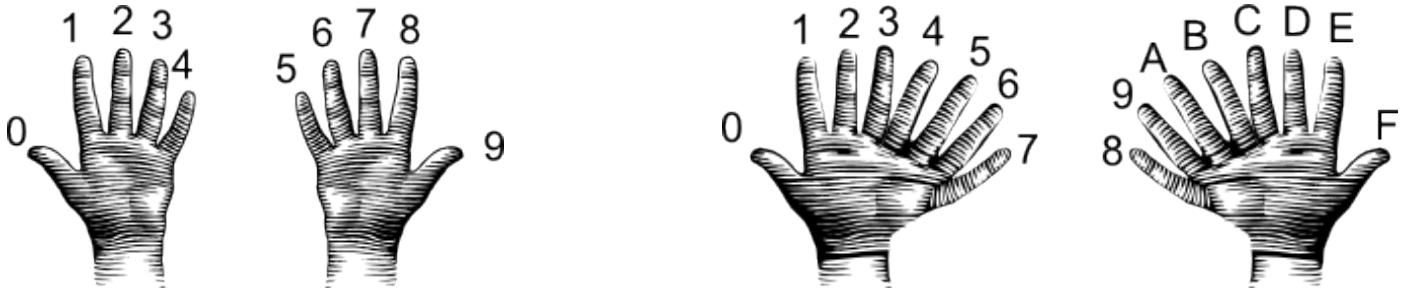

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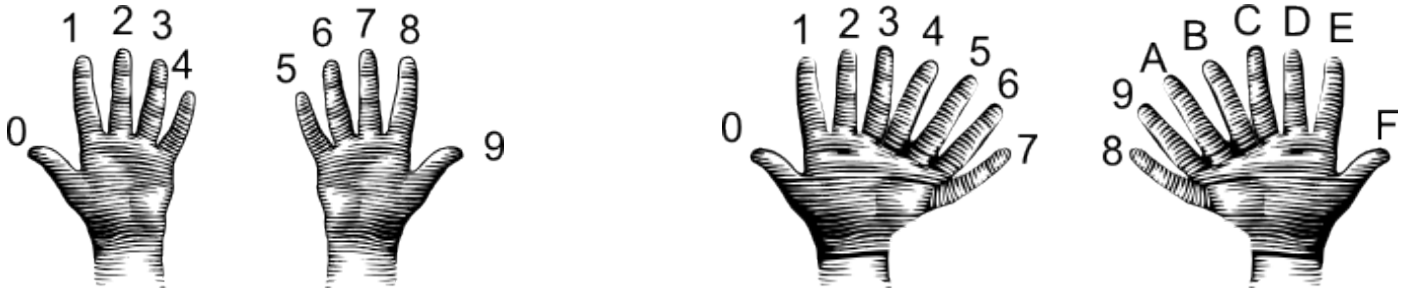

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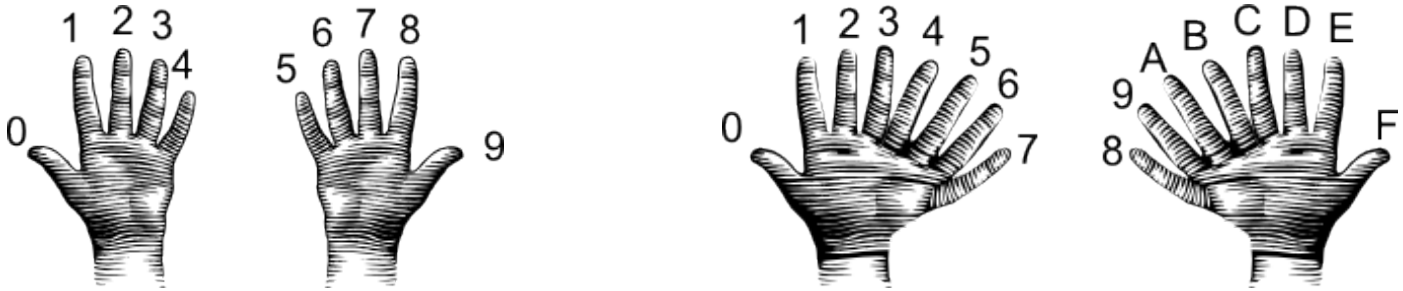

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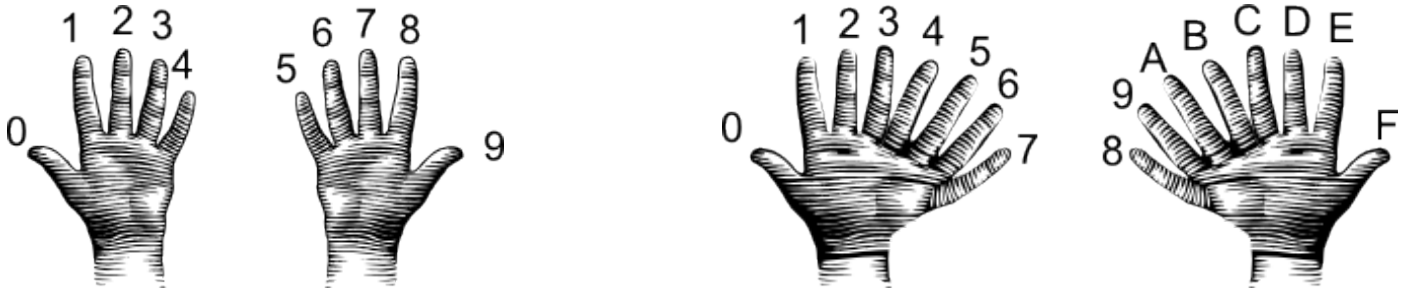

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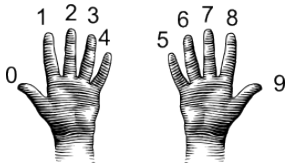
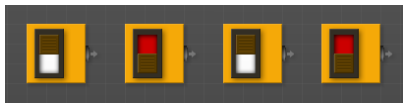
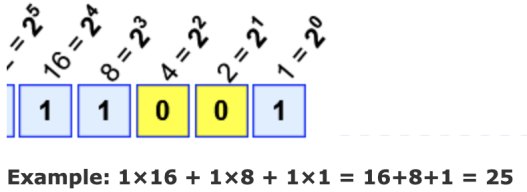
Decimal to Binary: Converting Between Bases







- From decimal to binary:
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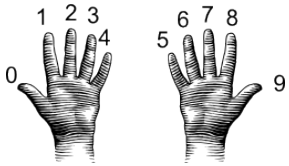
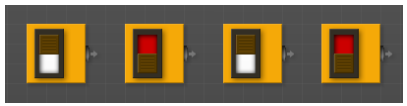
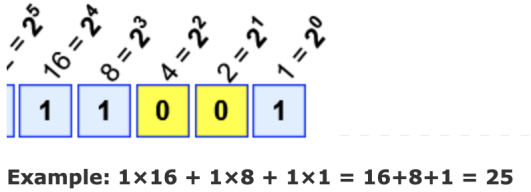
Decimal to Binary: Converting Between Bases







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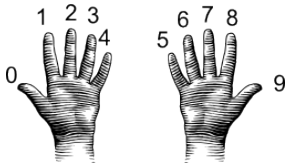
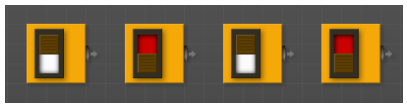
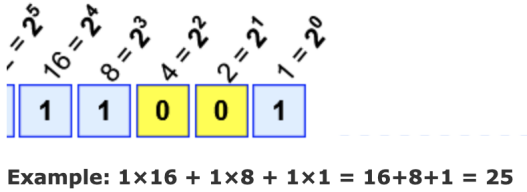
Decimal to Binary: Converting Between Bases







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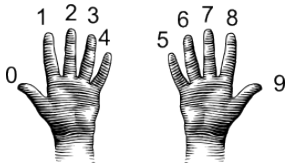

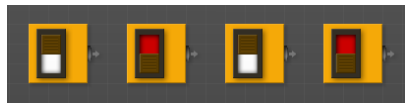

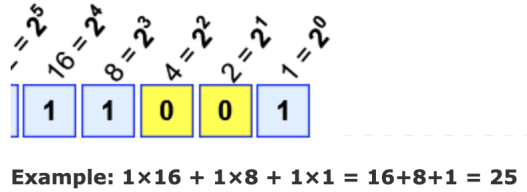

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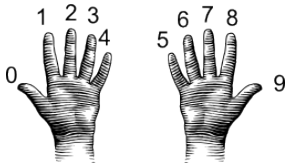
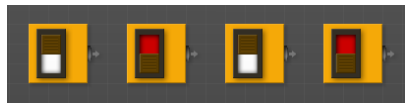
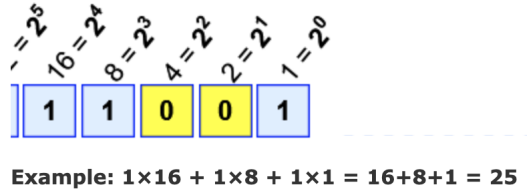
Decimal to Binary: Converting Between Bases







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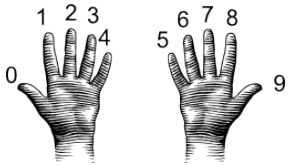

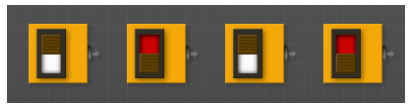

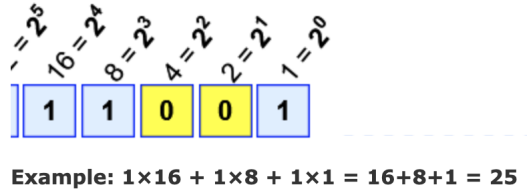

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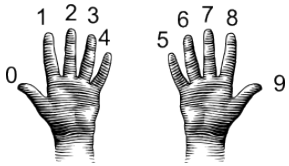

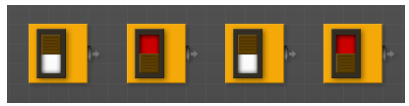

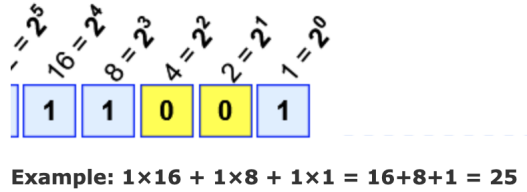

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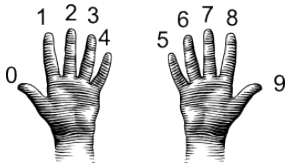

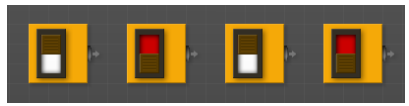

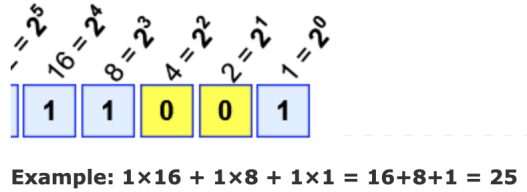

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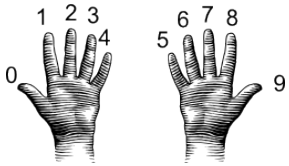
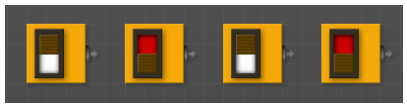
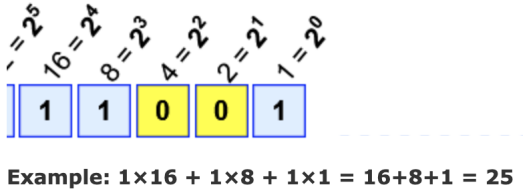
Decimal to Binary: Converting Between Bases







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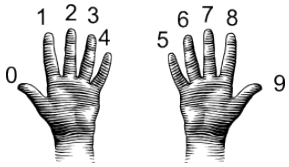
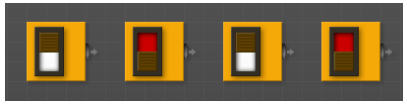
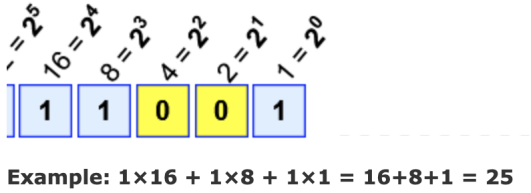
  - The last remainder is the last digit.
  - Example: what is 130 in binary notation?

Decimal to Binary: Converting Between Bases







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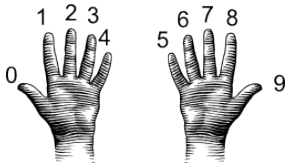
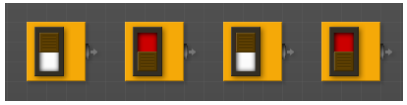
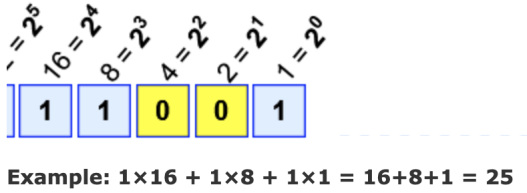
  - Example: what is 130 in binary notation?

    `130/128 is 1 rem 2.`

Decimal to Binary: Converting Between Bases







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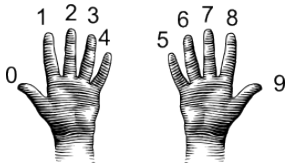
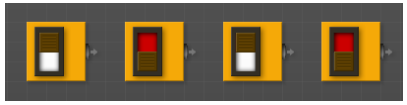
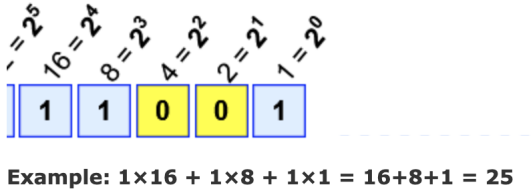
    `130/128 is 1 rem 2. First digit is 1:`

Decimal to Binary: Converting Between Bases







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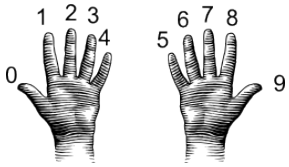

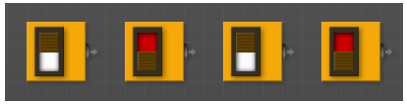

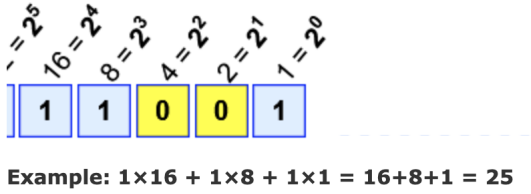

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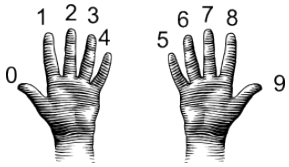

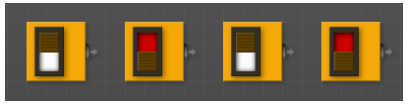

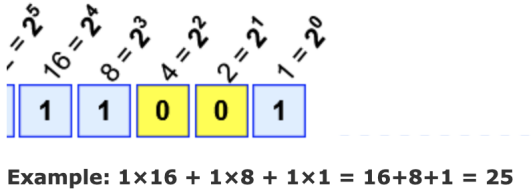

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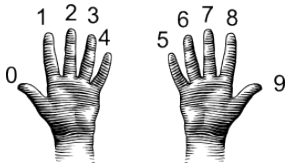

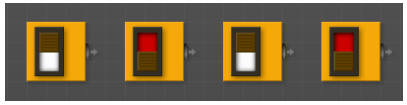

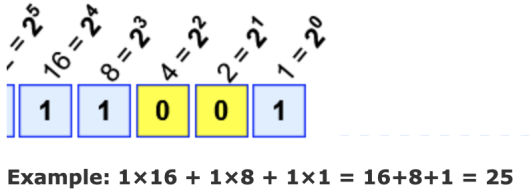

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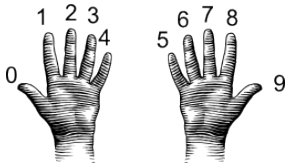

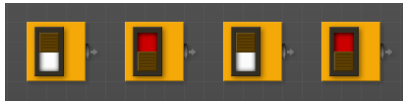

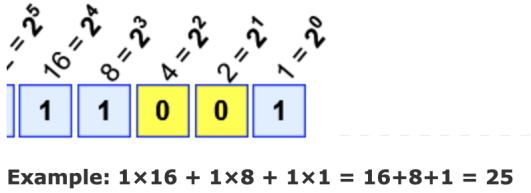

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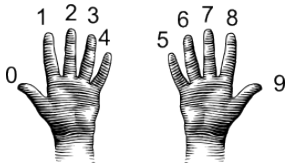

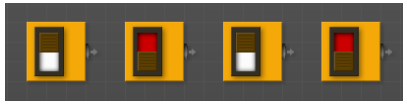

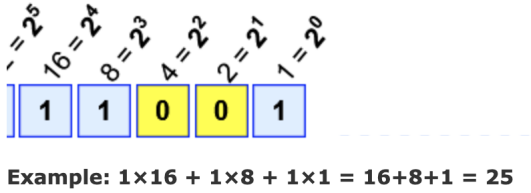

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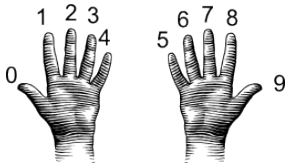

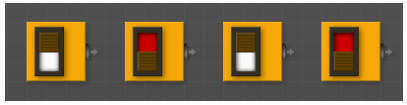

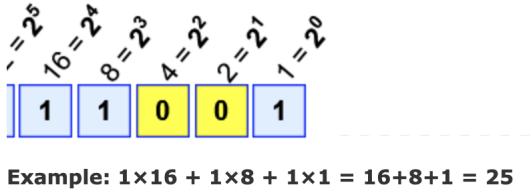

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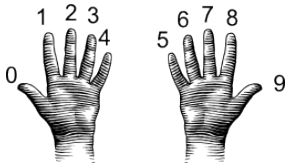

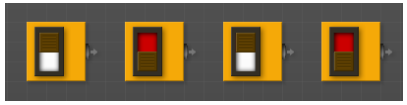

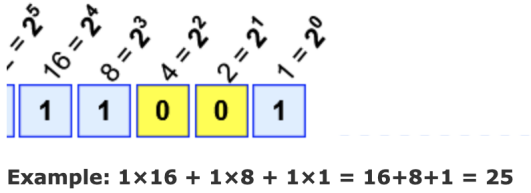

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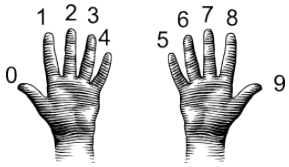

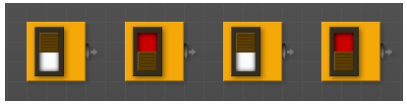

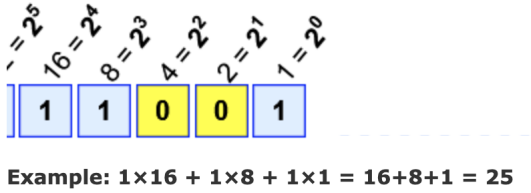

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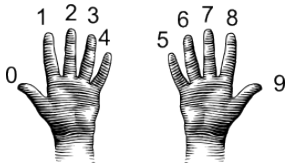

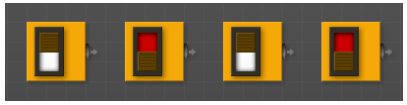

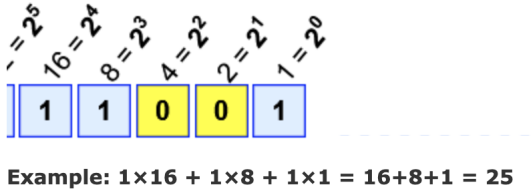

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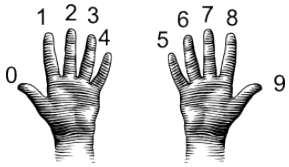

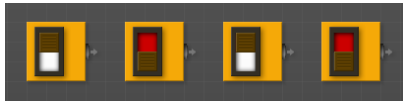

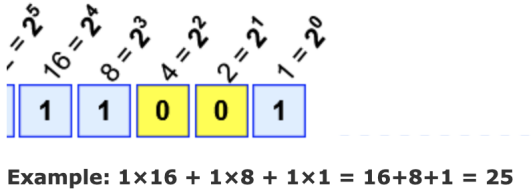

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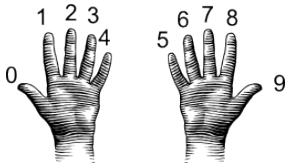
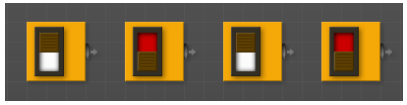
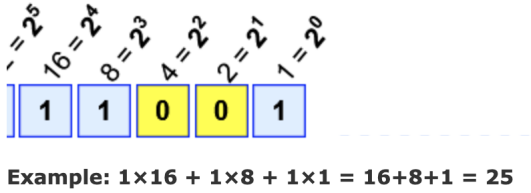
Decimal to Binary: Converting Between Bases







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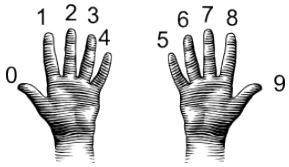

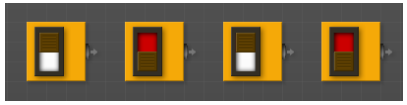

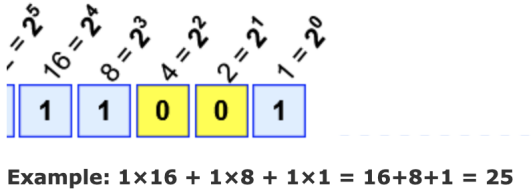

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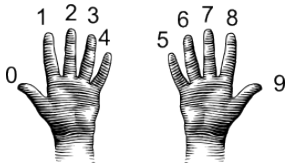

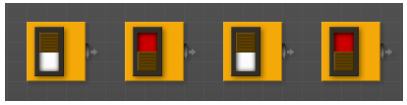

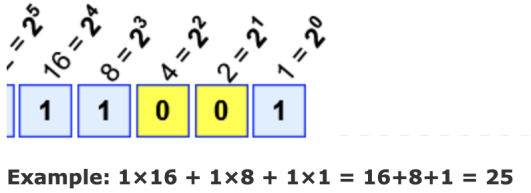

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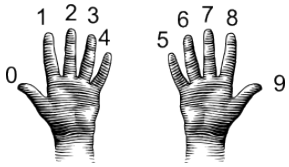

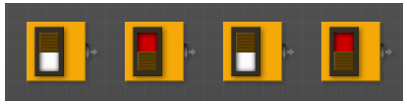

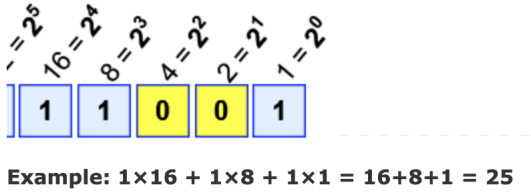

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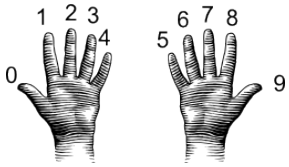

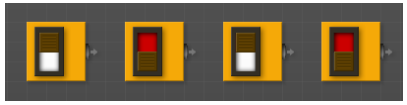

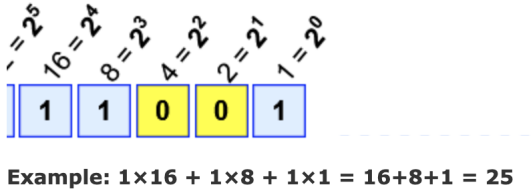

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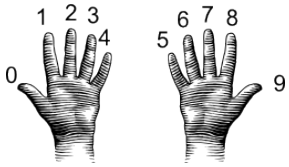

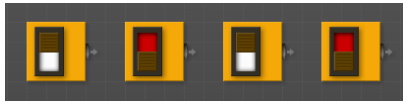

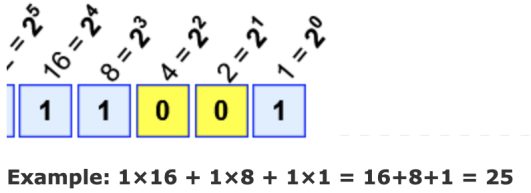

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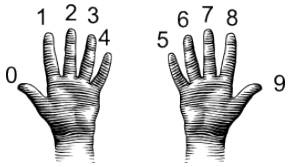

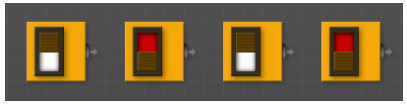

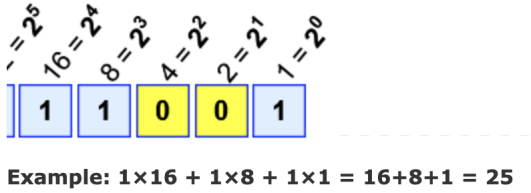

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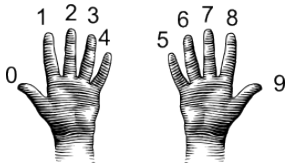

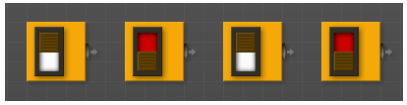

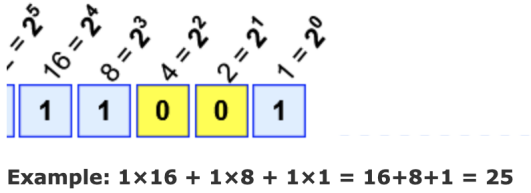

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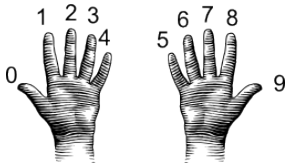

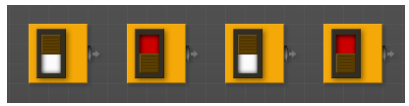

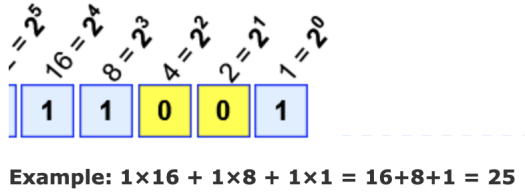

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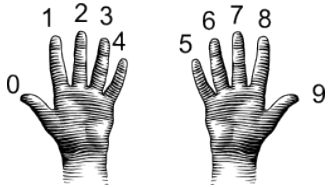
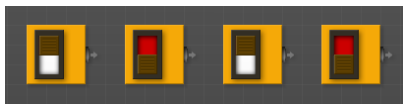
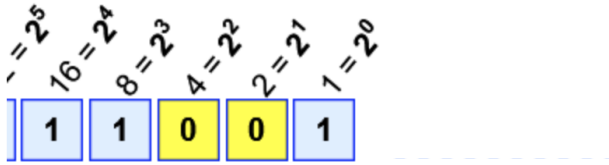


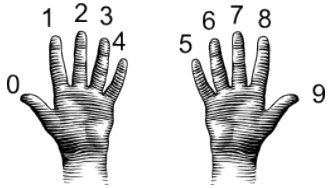


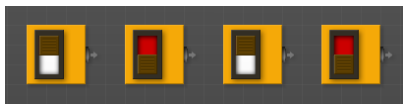


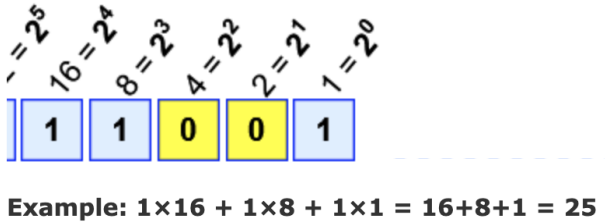
Example: 1×16 + 1×8 + 1×1 = 16+8+1 = 25

- Example: what is 99 in binary notation?

Decimal to Binary: Converting Between Bases







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  `99/128 is 0 rem 99.`

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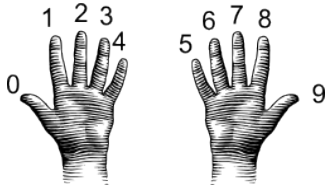

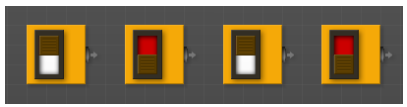

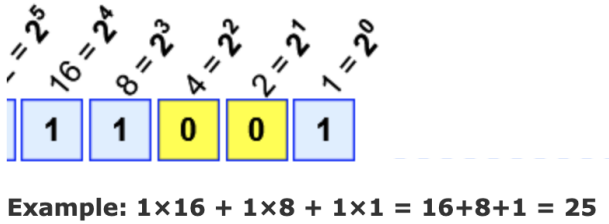

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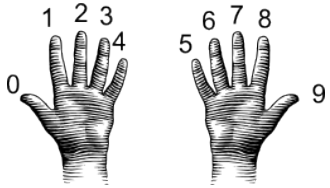
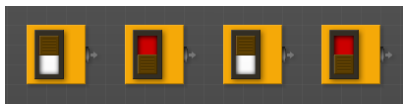
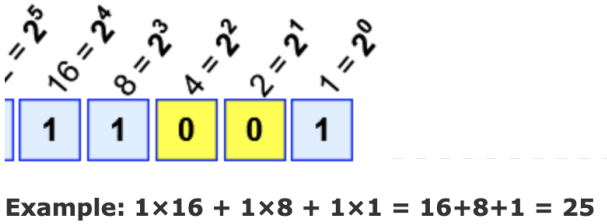
  `99/128 is 0 rem 99. First digit is 0:`

Decimal to Binary: Converting Between Bases







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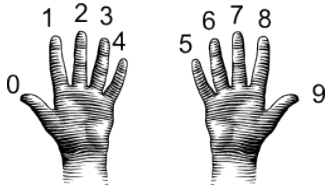
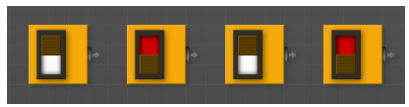
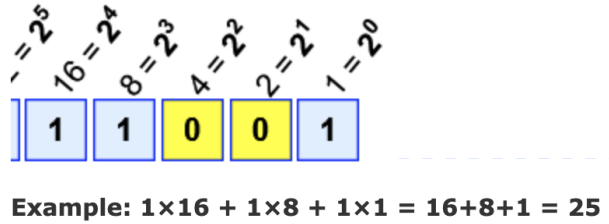
Decimal to Binary: Converting Between Bases







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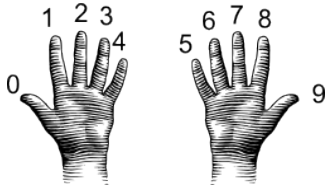
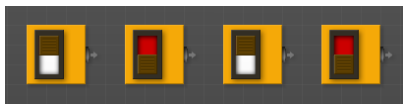
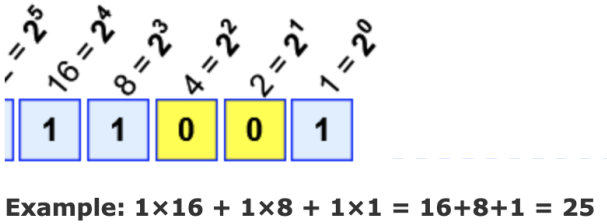
Decimal to Binary: Converting Between Bases







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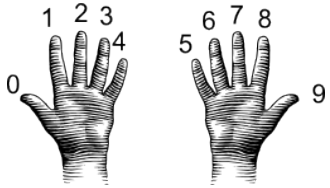

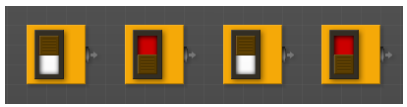

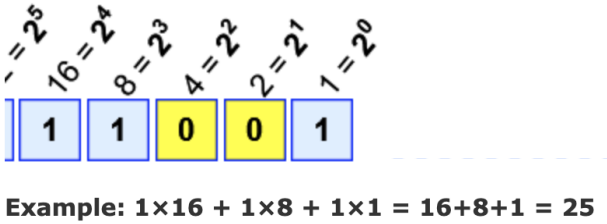

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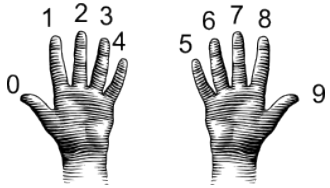
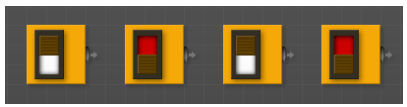
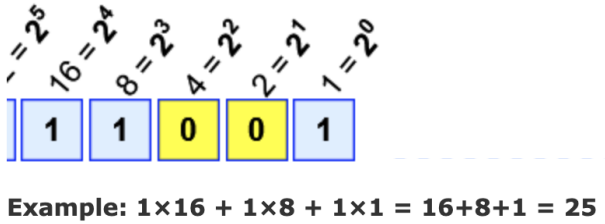
Decimal to Binary: Converting Between Bases







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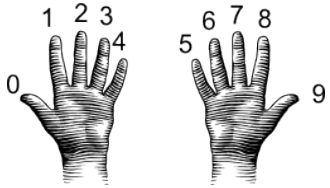

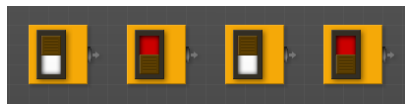

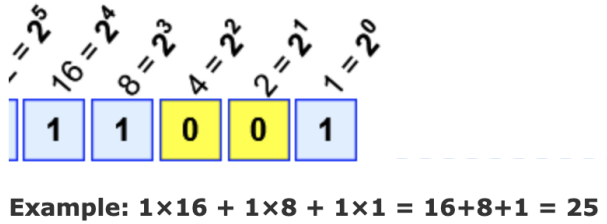

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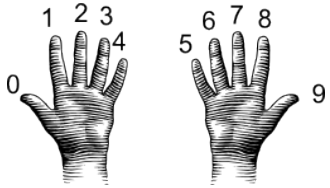

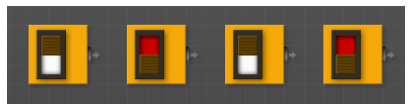

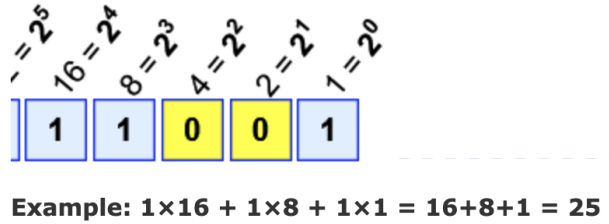

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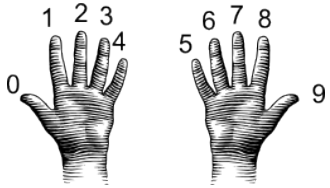

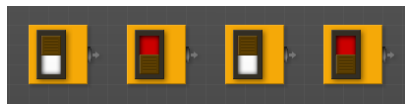

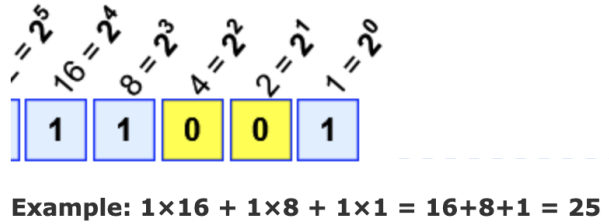

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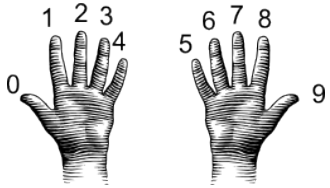

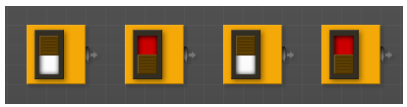

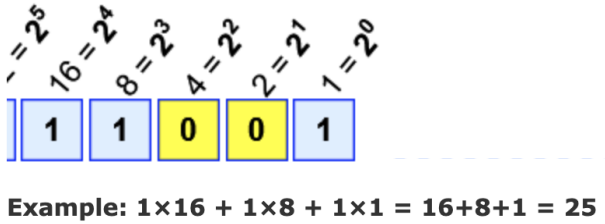

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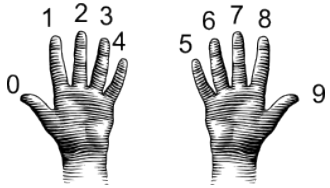

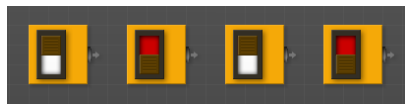

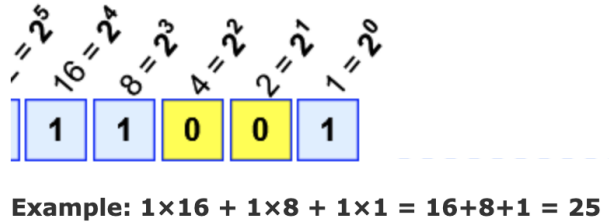

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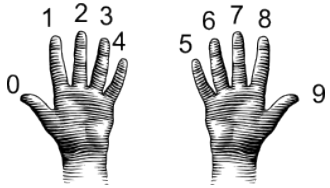

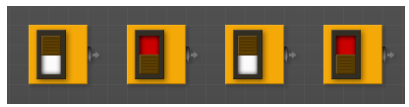

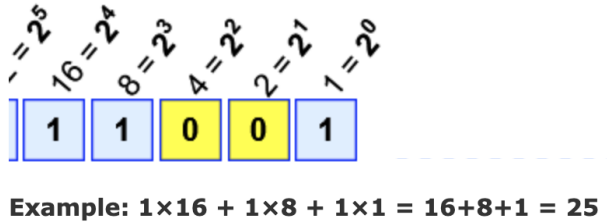

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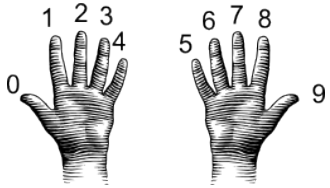

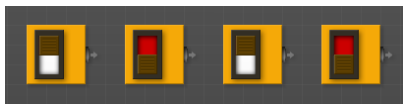

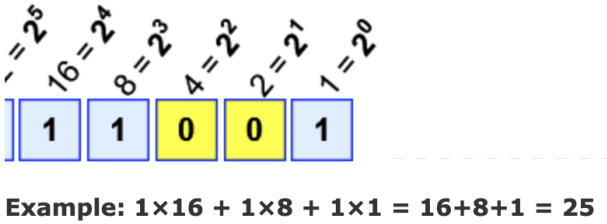

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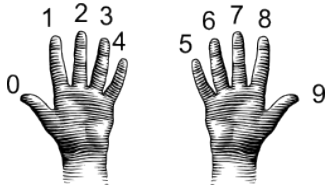

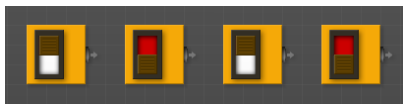

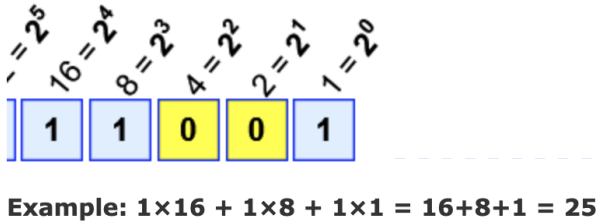

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99/128 is 0 rem 99. First digit is 0:     0...
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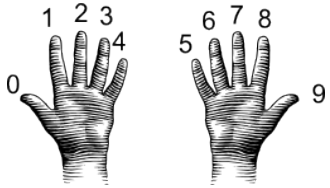
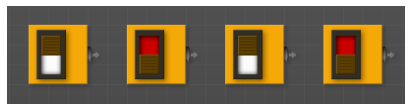
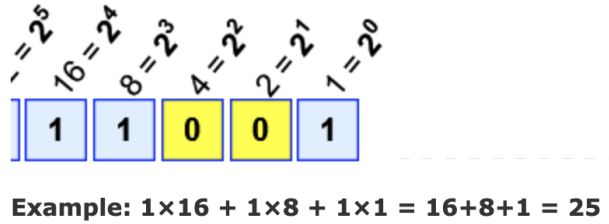
Decimal to Binary: Converting Between Bases







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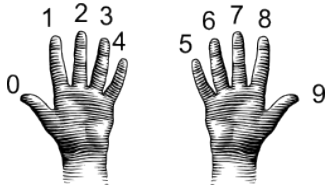

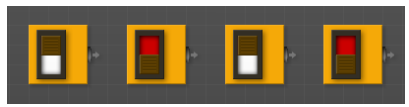

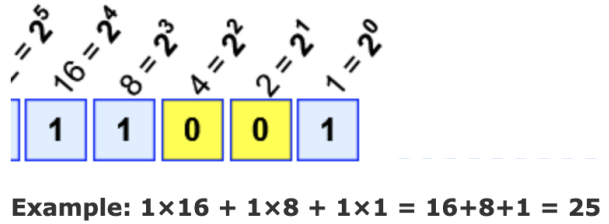

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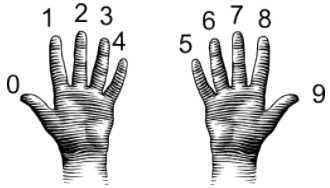

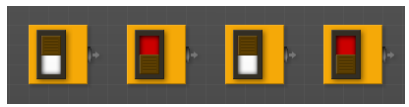

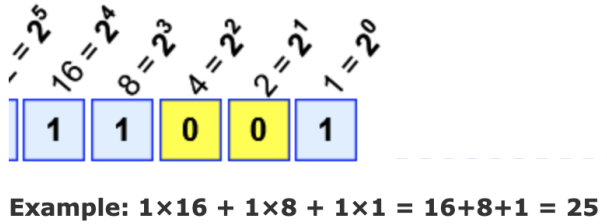

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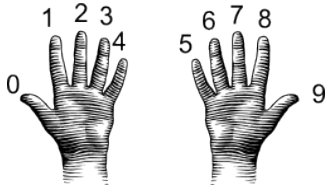
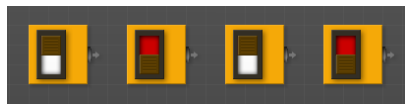
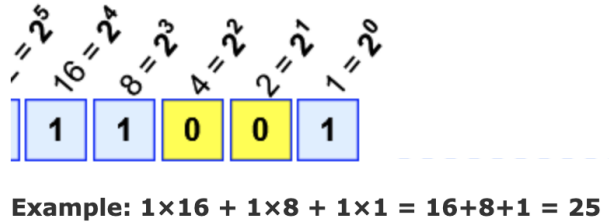
Decimal to Binary: Converting Between Bases







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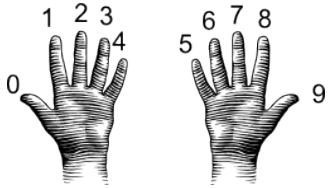
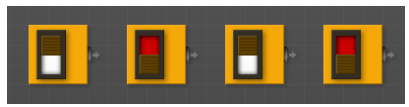
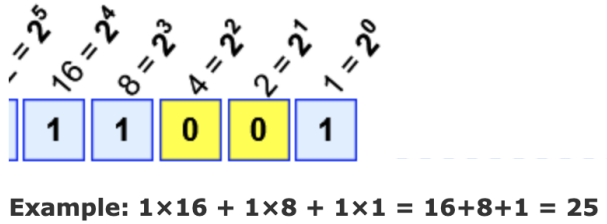
Decimal to Binary: Converting Between Bases







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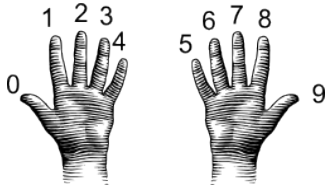
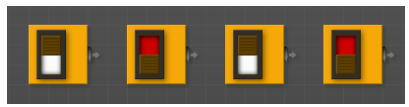
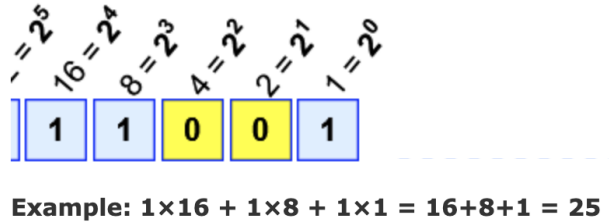
Decimal to Binary: Converting Between Bases







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Adding the last remainder:                01100011
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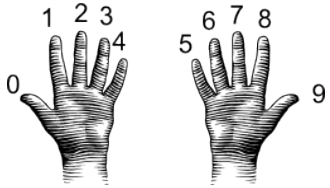
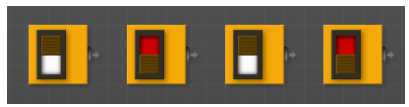
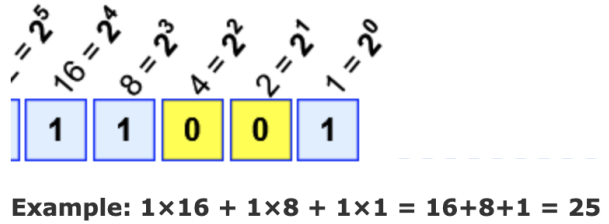
Decimal to Binary: Converting Between Bases







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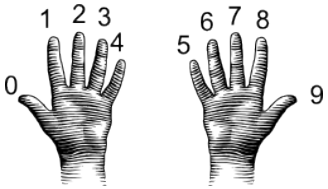
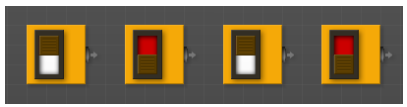
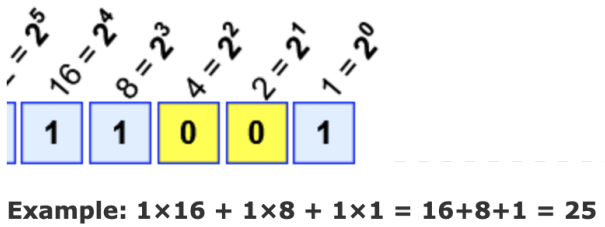
Answer is 1100011.

Binary to Decimal: Converting Between Bases







- From binary to decimal:
  - Set sum = last digit.

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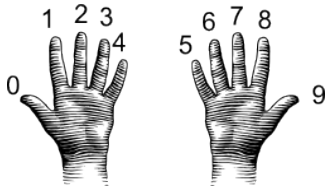
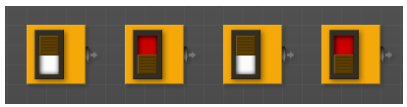
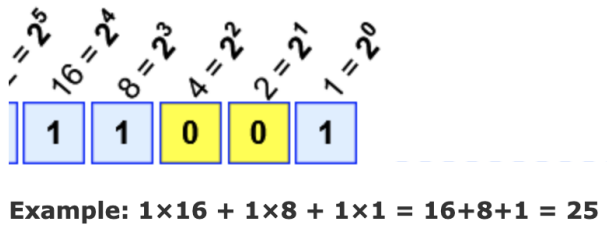
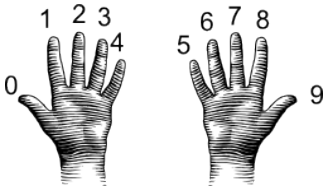


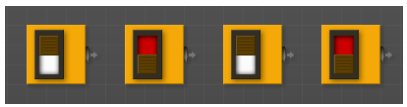


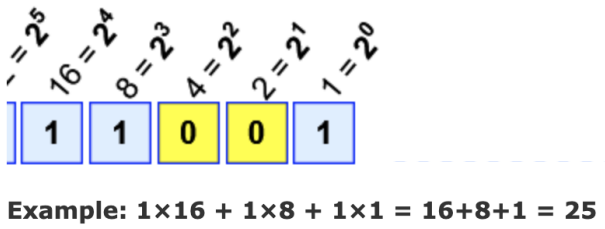


- From binary to decimal:
  - Set sum = last digit.
  - Multiply next digit by $2 = 2^1$. Add to sum.

Binary to Decimal: Converting Between Bases







- From binary to decimal:
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  - Multiply next digit by $2 = 2^1$. Add to sum.
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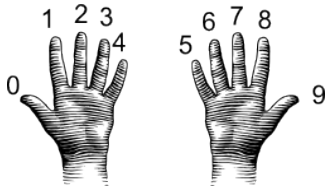
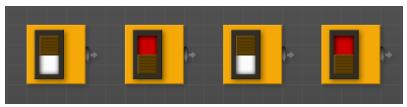
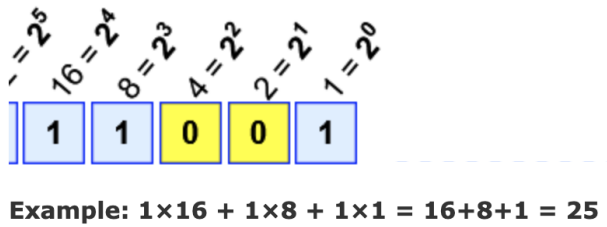
Binary to Decimal: Converting Between Bases







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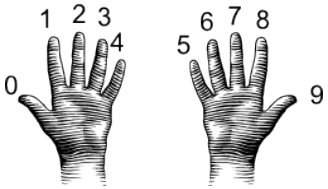
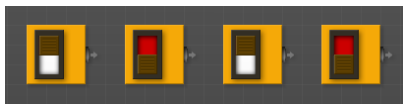
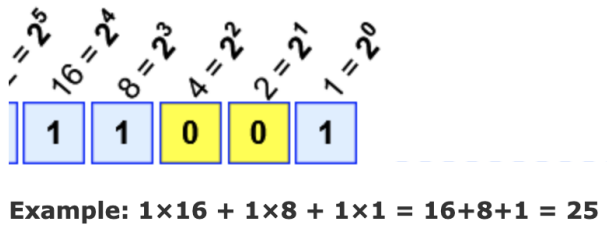
Binary to Decimal: Converting Between Bases







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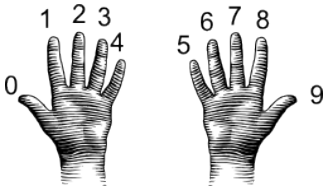
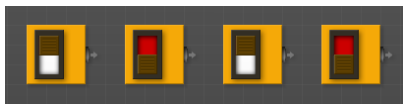
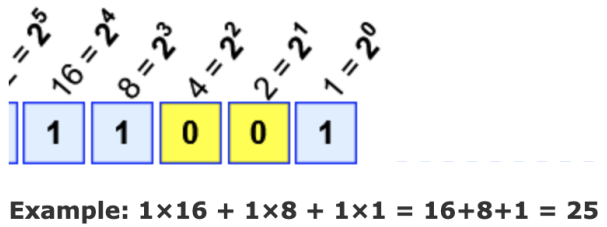
  - Multiply next digit by $16 = 2^4$. Add to sum.

Binary to Decimal: Converting Between Bases







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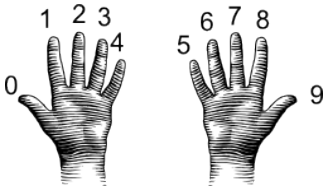
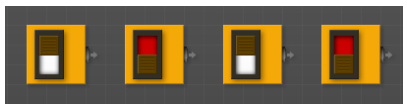
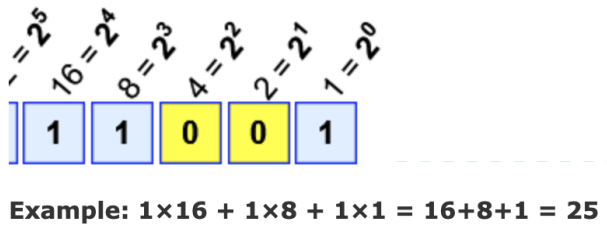
  - Multiply next digit by $4 = 2^2$. Add to sum.
  - Multiply next digit by $8 = 2^3$. Add to sum.
  - Multiply next digit by $16 = 2^4$. Add to sum.
  - Multiply next digit by $32 = 2^5$. Add to sum.

Binary to Decimal: Converting Between Bases







- From binary to decimal:
  - Set sum = last digit.
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  - Multiply next digit by $16 = 2^4$. Add to sum.
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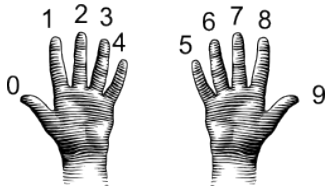
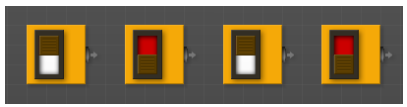
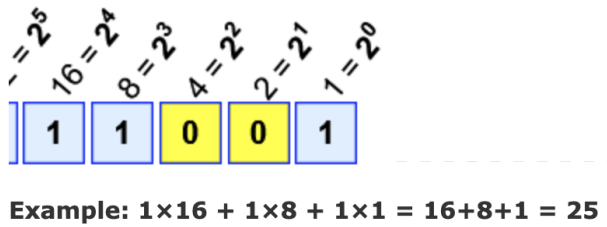
  - Multiply next digit by $64 = 2^6$. Add to sum.

Binary to Decimal: Converting Between Bases







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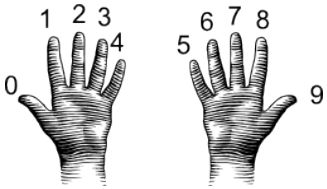
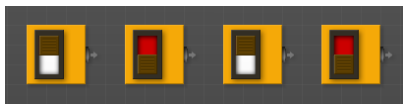
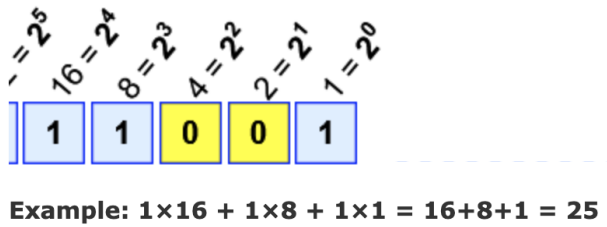
  - Multiply next digit by $32 = 2^5$. Add to sum.
  - Multiply next digit by $64 = 2^6$. Add to sum.
  - Multiply next digit by $128 = 2^7$. Add to sum.

Binary to Decimal: Converting Between Bases







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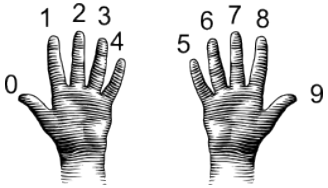
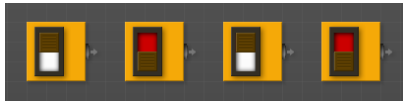
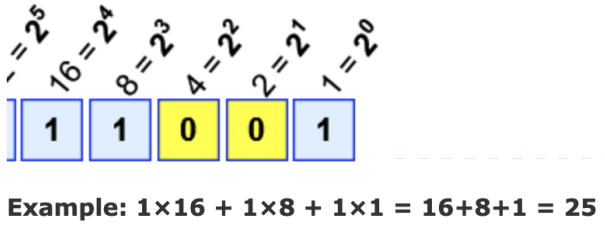
  - Multiply next digit by $128 = 2^7$. Add to sum.
  - Sum is the decimal number.

Binary to Decimal: Converting Between Bases







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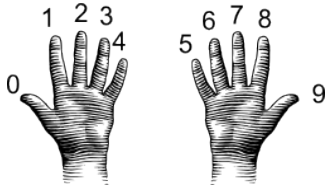
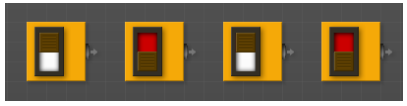
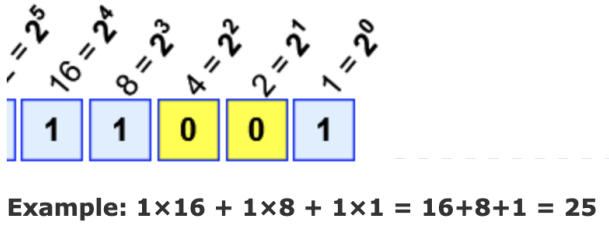
  - Multiply next digit by $64 = 2^6$. Add to sum.
  - Multiply next digit by $128 = 2^7$. Add to sum.
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

    `Sum starts with:`

Binary to Decimal: Converting Between Bases







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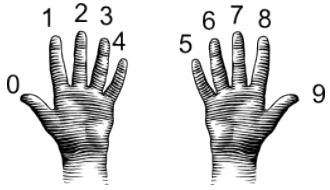
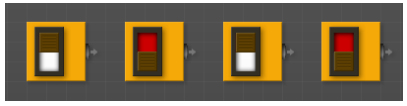
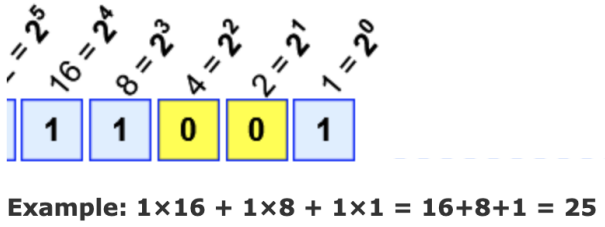
  - Multiply next digit by $8 = 2^3$. Add to sum.
  - Multiply next digit by $16 = 2^4$. Add to sum.
  - Multiply next digit by $32 = 2^5$. Add to sum.
  - Multiply next digit by $64 = 2^6$. Add to sum.
  - Multiply next digit by $128 = 2^7$. Add to sum.
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:                1
0*2 = 0.  Add 0 to sum:
```

Binary to Decimal: Converting Between Bases







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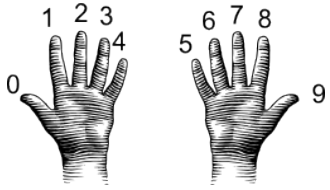
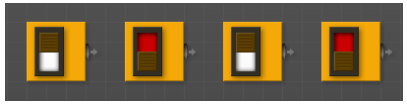
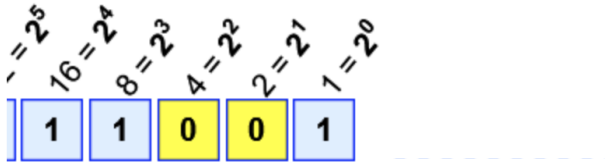
  - Multiply next digit by $64 = 2^6$. Add to sum.
  - Multiply next digit by $128 = 2^7$. Add to sum.
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
0*2 = 0.  Add 0 to sum:       1
```

Binary to Decimal: Converting Between Bases







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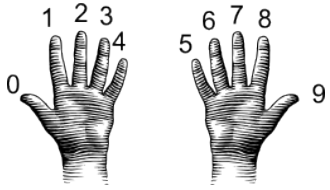
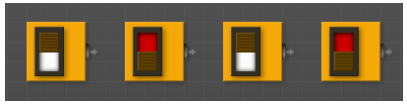
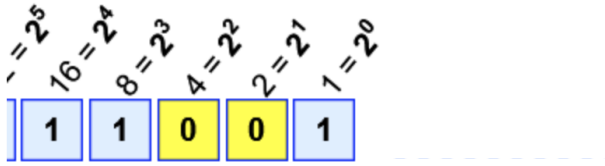
  - Multiply next digit by $16 = 2^4$. Add to sum.
  - Multiply next digit by $32 = 2^5$. Add to sum.
  - Multiply next digit by $64 = 2^6$. Add to sum.
  - Multiply next digit by $128 = 2^7$. Add to sum.
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
0*2 = 0.  Add 0 to sum:       1
1*4 = 4.  Add 4 to sum:
```

Binary to Decimal: Converting Between Bases







Example: 1×16 + 1×8 + 1×1 = 16+8+1 = 25

- From binary to decimal:
  - Set sum = last digit.
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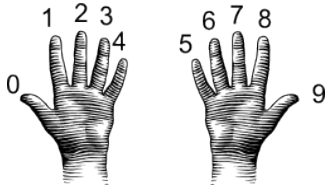
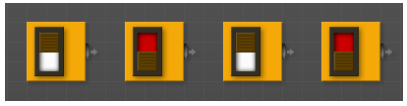
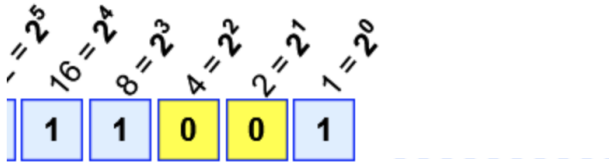
  - Multiply next digit by $128 = 2^7$. Add to sum.
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
0*2 = 0.  Add 0 to sum:       1
1*4 = 4.  Add 4 to sum:       5
```

Binary to Decimal: Converting Between Bases







Example: 1×16 + 1×8 + 1×1 = 16+8+1 = 25

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  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
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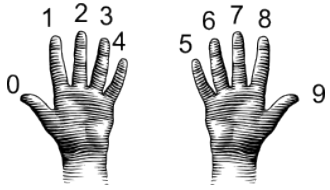
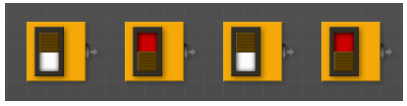
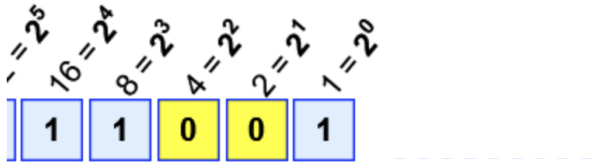
1*8 = 8.  Add 8 to sum:
```

Binary to Decimal: Converting Between Bases







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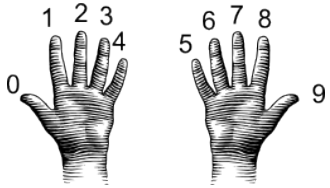
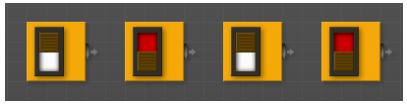
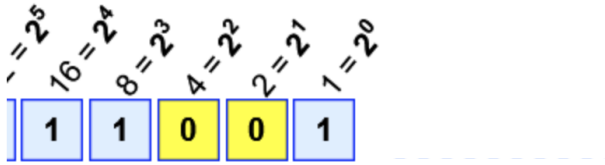
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
0*2 = 0.  Add 0 to sum:       1
1*4 = 4.  Add 4 to sum:       5
1*8 = 8.  Add 8 to sum:       13
```

Binary to Decimal: Converting Between Bases







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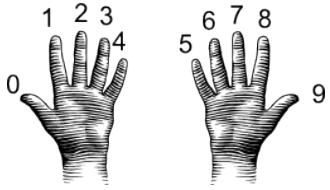
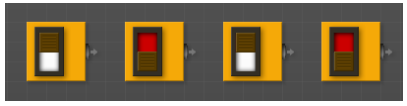
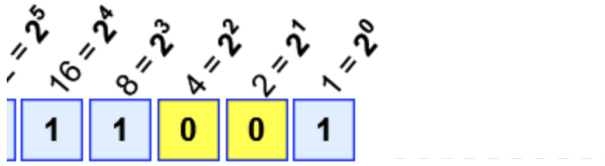
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
0*2 = 0.  Add 0 to sum:       1
1*4 = 4.  Add 4 to sum:       5
1*8 = 8.  Add 8 to sum:       13
1*16 = 16.  Add 16 to sum:
```

Binary to Decimal: Converting Between Bases







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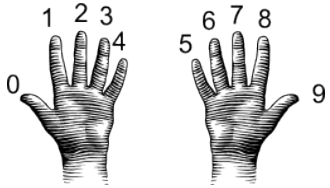
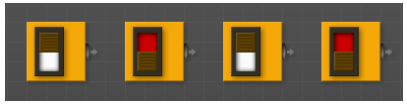
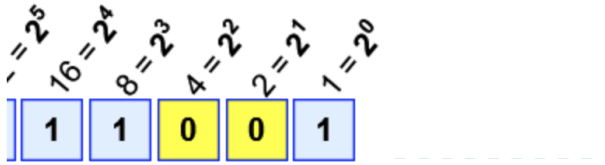
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
0*2 = 0.  Add 0 to sum:       1
1*4 = 4.  Add 4 to sum:       5
1*8 = 8.  Add 8 to sum:       13
1*16 = 16.  Add 16 to sum:    29
```

Binary to Decimal: Converting Between Bases



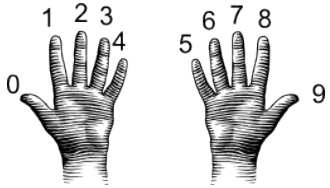


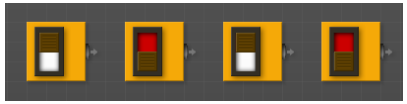


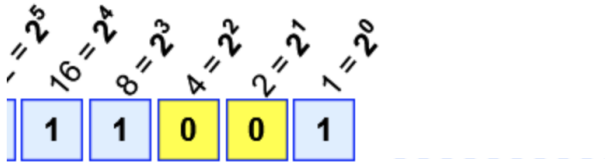
- From binary to decimal:
  - Set sum = last digit.
  - Multiply next digit by $2 = 2^1$. Add to sum.
  - Multiply next digit by $4 = 2^2$. Add to sum.
  - Multiply next digit by $8 = 2^3$. Add to sum.
  - Multiply next digit by $16 = 2^4$. Add to sum.
  - Multiply next digit by $32 = 2^5$. Add to sum.
  - Multiply next digit by $64 = 2^6$. Add to sum.
  - Multiply next digit by $128 = 2^7$. Add to sum.
  - Sum is the decimal number.
  - Example: What is 111101 in decimal?

```
Sum starts with:              1
0*2 = 0.  Add 0 to sum:       1
1*4 = 4.  Add 4 to sum:       5
1*8 = 8.  Add 8 to sum:       13
1*16 = 16.  Add 16 to sum:    29
1*32 = 32.  Add 32 to sum:
```

Binary to Decimal: Converting Between Bases







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```
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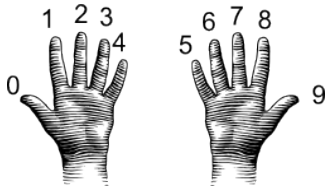
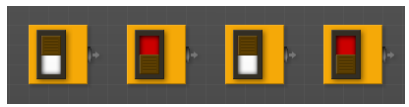
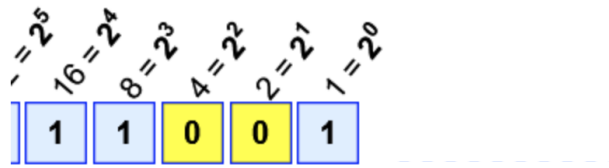
1*8 = 8.  Add 8 to sum:       13
1*16 = 16.  Add 16 to sum:    29
1*32 = 32.  Add 32 to sum:    61
```

Binary to Decimal: Converting Between Bases







Example: 1×16 + 1×8 + 1×1 = 16+8+1 = 25

- From binary to decimal:
  - Set sum = last digit.
  - Multiply next digit by $2 = 2^1$. Add to sum.
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  - Multiply next digit by $8 = 2^3$. Add to sum.
  - Multiply next digit by $16 = 2^4$. Add to sum.
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1*16 = 16.  Add 16 to sum:    29
1*32 = 32.  Add 32 to sum:    61
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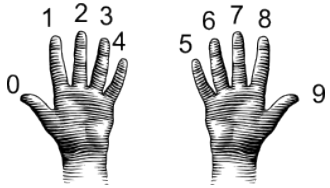
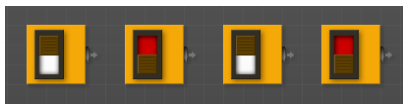
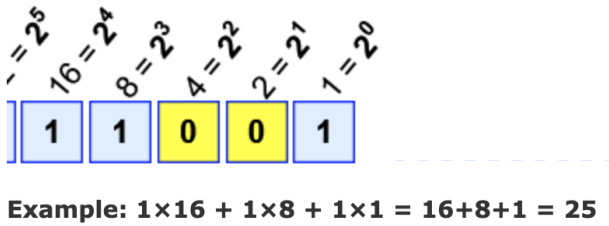
Binary to Decimal: Converting Between Bases



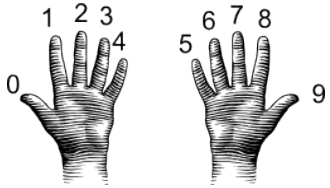


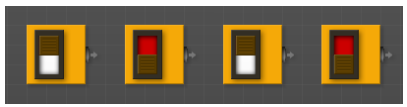


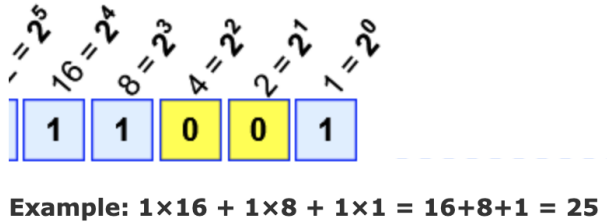
- Example: What is 10100100 in decimal?

  `Sum starts with:`

Binary to Decimal: Converting Between Bases



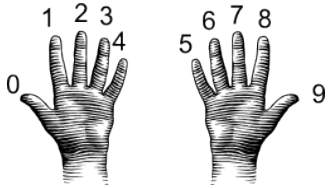


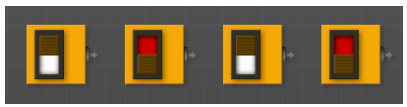


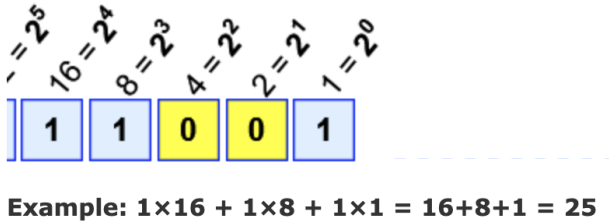
- Example: What is 10100100 in decimal?

```
Sum starts with:                    0
0*2 = 0.  Add 0 to sum:
```

Binary to Decimal: Converting Between Bases



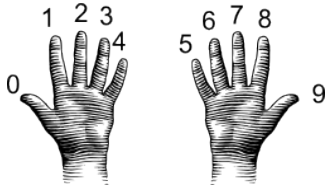


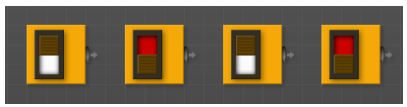


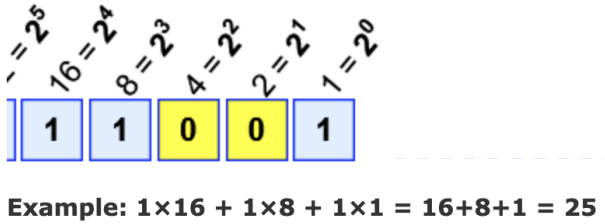
- Example: What is 10100100 in decimal?

```
Sum starts with:                0
0*2 = 0.  Add 0 to sum:         0
```

Binary to Decimal: Converting Between Bases



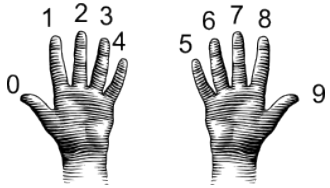


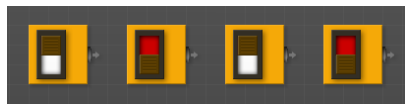


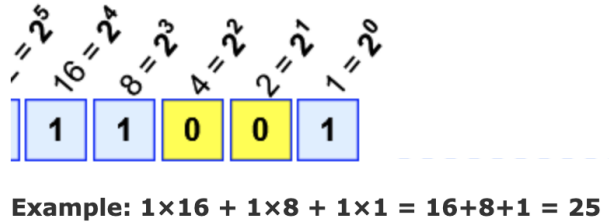
- Example: What is 10100100 in decimal?

```
Sum starts with:                0
0*2 = 0.  Add 0 to sum:         0
1*4 = 4.  Add 4 to sum:
```

Binary to Decimal: Converting Between Bases







- Example: What is 10100100 in decimal?

```
Sum starts with:                0
0*2 = 0.  Add 0 to sum:         0
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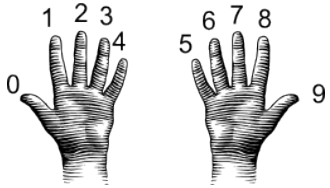
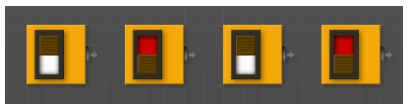
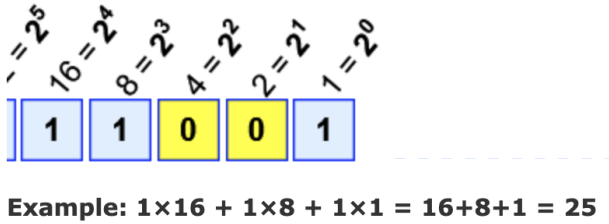
```

Binary to Decimal: Converting Between Bases



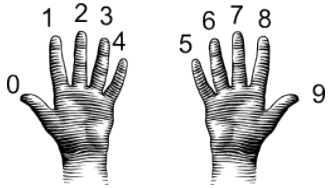


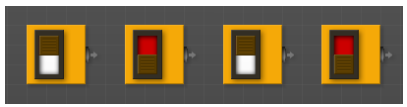


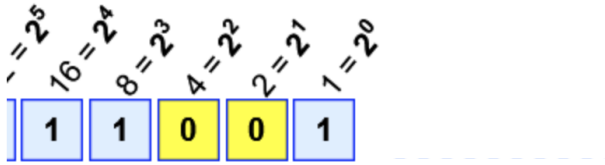
- Example: What is 10100100 in decimal?

```
Sum starts with:                0
0*2 = 0.  Add 0 to sum:         0
1*4 = 4.  Add 4 to sum:         4
0*8 = 0.  Add 0 to sum:
```

Binary to Decimal: Converting Between Bases







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```
Sum starts with:                0
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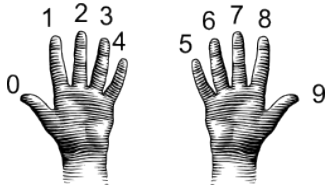
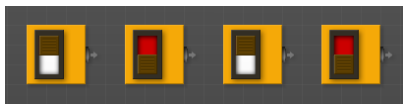
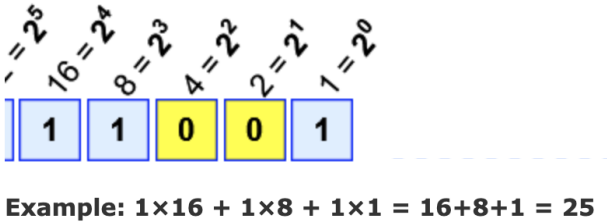
0*8 = 0.  Add 0 to sum:         4
```

Binary to Decimal: Converting Between Bases



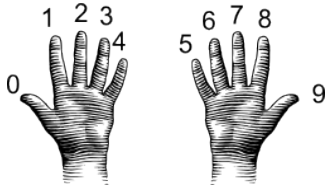


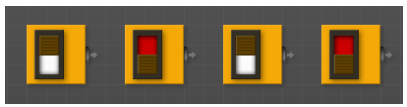


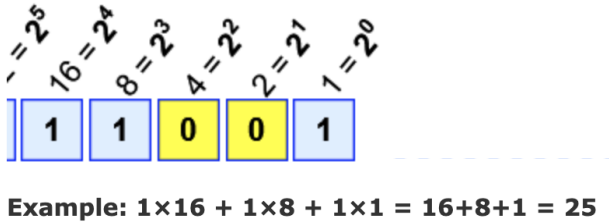
- Example: What is 10100100 in decimal?

```
Sum starts with:                0
0*2 = 0.  Add 0 to sum:         0
1*4 = 4.  Add 4 to sum:         4
0*8 = 0.  Add 0 to sum:         4
0*16 = 0.  Add 0 to sum:
```

Binary to Decimal: Converting Between Bases







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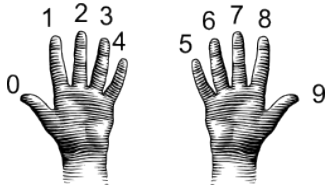

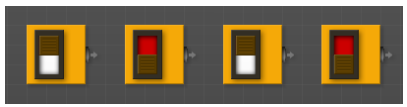

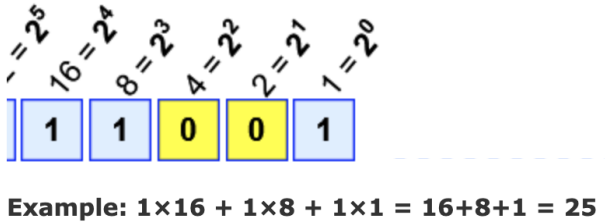

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```
Sum starts with:                0
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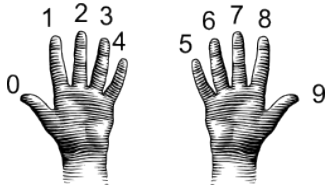
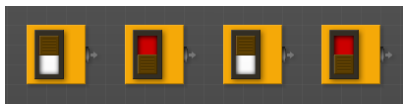
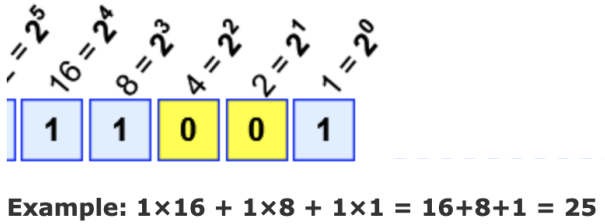
1*4 = 4.  Add 4 to sum:         4
0*8 = 0.  Add 0 to sum:         4
0*16 = 0.  Add 0 to sum:        4
1*32 = 32.  Add 32 to sum:
```

Binary to Decimal: Converting Between Bases







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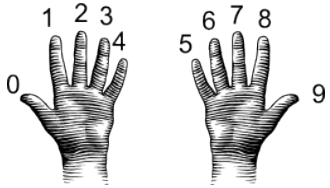
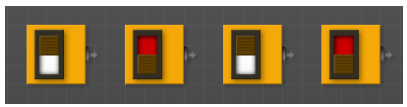
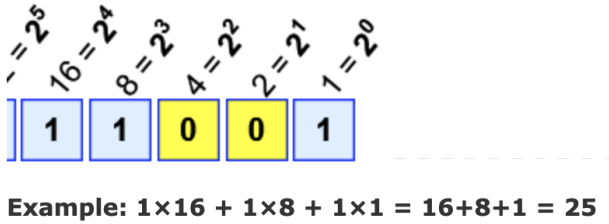
```
Sum starts with:                0
0*2 = 0.  Add 0 to sum:         0
1*4 = 4.  Add 4 to sum:         4
0*8 = 0.  Add 0 to sum:         4
0*16 = 0.  Add 0 to sum:        4
1*32 = 32.  Add 32 to sum:      36
```

Binary to Decimal: Converting Between Bases







- Example: What is 10100100 in decimal?

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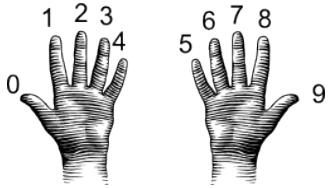
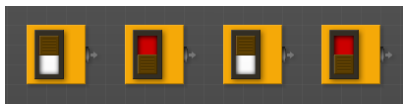
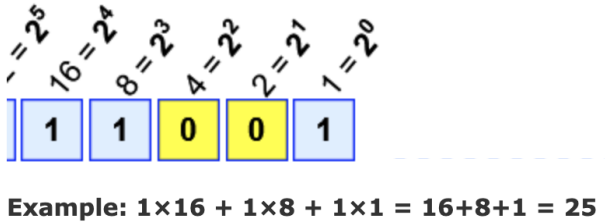
0*8 = 0.  Add 0 to sum:         4
0*16 = 0.  Add 0 to sum:        4
1*32 = 32.  Add 32 to sum:      36
0*64 = 0.  Add 0 to sum:
```

Binary to Decimal: Converting Between Bases







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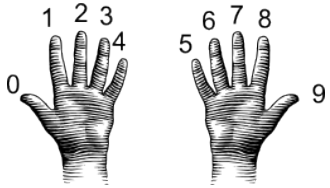

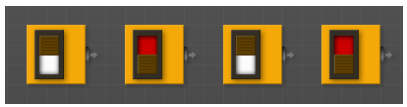

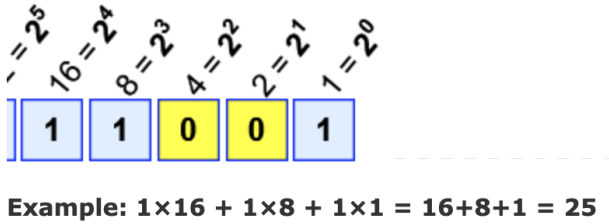

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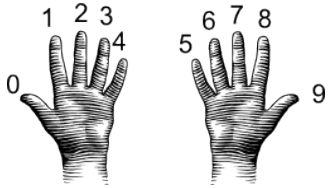
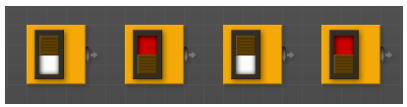
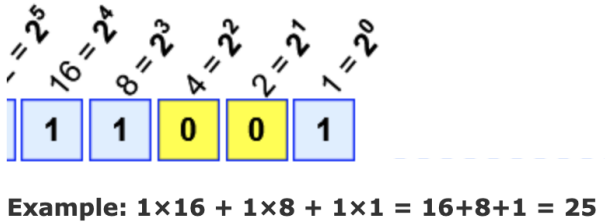
0*64 = 0.  Add 0 to sum:        36
1*128 = 0.  Add 128 to sum:
```

Binary to Decimal: Converting Between Bases







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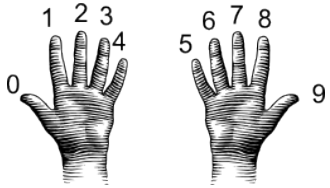
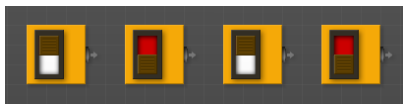
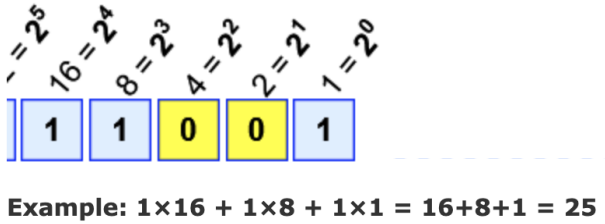
0*64 = 0.  Add 0 to sum:        36
1*128 = 0.  Add 128 to sum:     164
```

Binary to Decimal: Converting Between Bases







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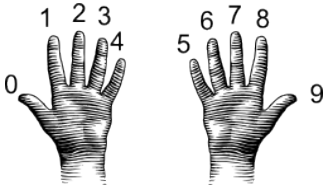
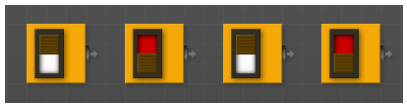
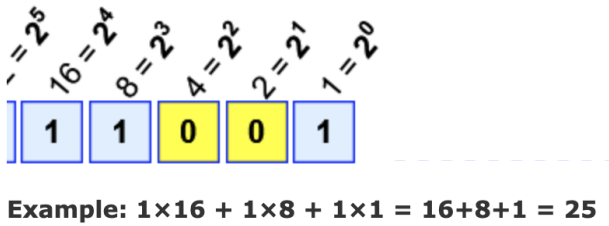
1*128 = 0.  Add 128 to sum:     164
```

The answer is 164.

Design Challenge: Incrementers

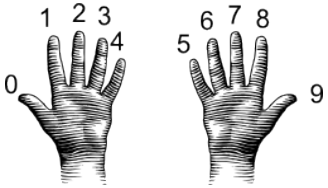


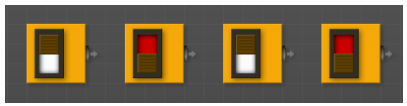


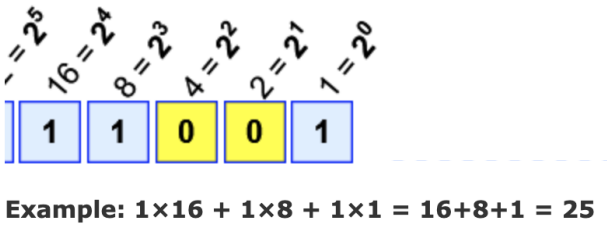


- Simplest arithmetic: add one ("increment") a variable.

Design Challenge: Incrementers







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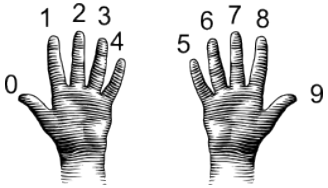
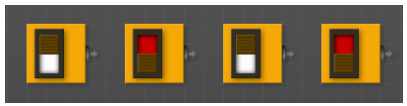
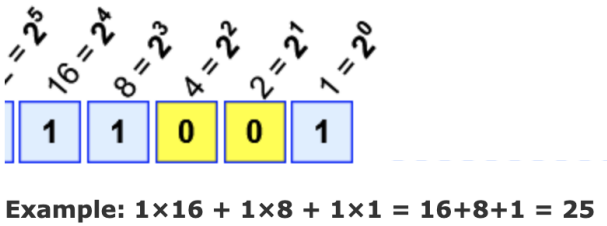
- Example: Increment a decimal number:

Design Challenge: Incrementers







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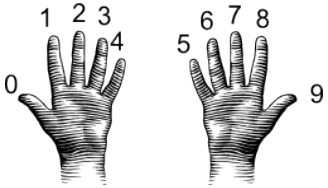

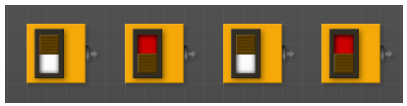

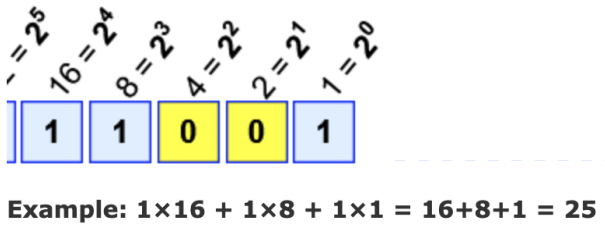

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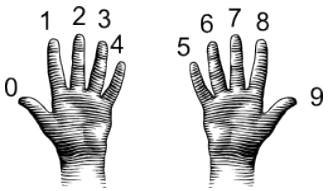

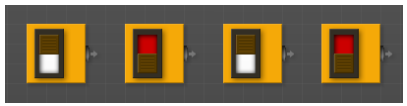

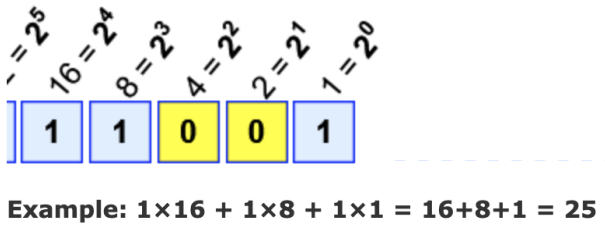

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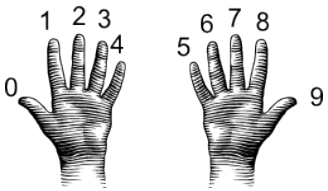

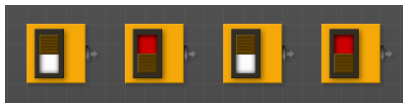

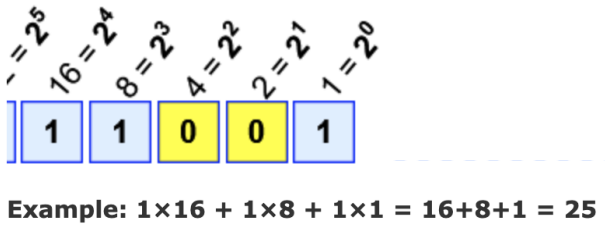

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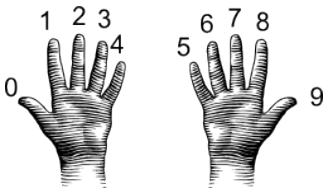
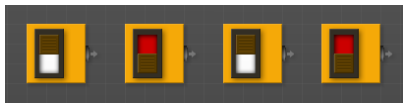
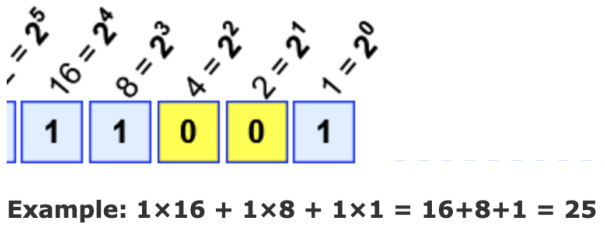
Design Challenge: Incrementers







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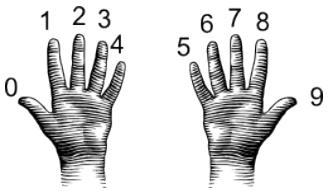

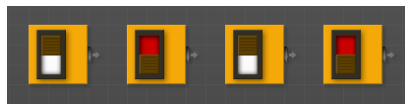

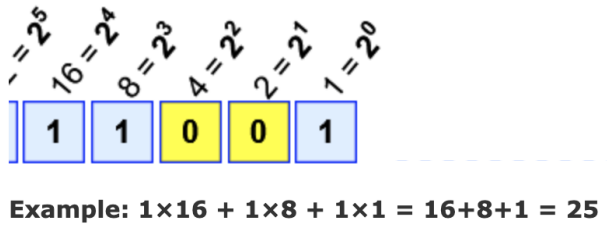

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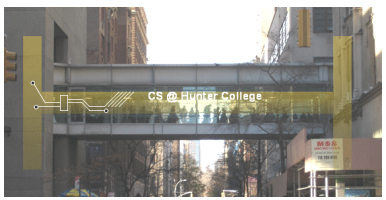
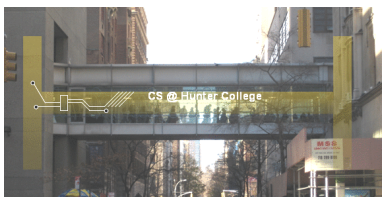
  Example: `"1001"` → `"1010"`

Recap



- Searching through data is a common task– built-in functions and standard design patterns for this.

Recap



- Searching through data is a common task– built-in functions and standard design patterns for this.
- Programming languages can be classified by the level of abstraction and direct access to data.

Today's Topics

- Design Patterns: Searching
- Python Recap
- Machine Language
- Machine Language: Jumps & Loops
- Binary & Hex Arithmetic
- **Final Exam: Format**

Final Overview: Administration

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- Past exams available on webpage (includes answer keys).

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- Submit this class's programming assignments (programs 50-52)