**Binary Coded Decimal**

**BCD** numbers are not stored in the same way as other binary numbers**,** each digit usually uses **four bits** to represent the **numbers from 0 to 9** and there is a slight difference in how they are added.





**Note:** An invalid number in BCD is anything **above 9,** you will need to **add 6** to skip the six remaining invalid numbers and move to the next value.

**Try These; show you full working out**

**BCD 88 + 99**

**BCD 76 - 26**