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ASCII and Other Data Types

Let's move from numbers to text. In particular, we will look at the American Standard Code for Information Exchange, or ASCII. ASCII is one standard for mapping characters to a binary value. ASCII has seven bits which provides us with 128 total characters (2 to the 7th).

Here is a table of ASCII values (image from Appendix E Introduction to Computing Systems, 2/e).

| ASCII | | | ASCII | | | ASCII | | | ASCII | | |
|-----------|-----|-----|-----------|-----|-----|-----------|-----|-----|-----------|-----|-----|
| Character | Dec | Hex |
| nul | 0 | 00 | sp | 32 | 20 | @ | 64 | 40 | | 96 | 60 |
| soh | 1 | 01 | 1 | 33 | 21 | A | 65 | 41 | a | 97 | 61 |
| stx | 2 | 02 | | 34 | 22 | В | 66 | 42 | b | 98 | 62 |
| etx | 3 | 03 | # | 35 | 23 | C | 67 | 43 | C | 99 | 63 |
| eot | 4 | 04 | \$ | 36 | 24 | D | 68 | 44 | d | 100 | 64 |
| eng | 5 | 05 | 8 | 37 | 25 | E | 69 | 45 | e | 101 | 65 |
| ack | 6 | 06 | δε | 38 | 26 | F | 70 | 46 | f | 102 | 66 |
| bel | 7 | 07 | 1 | 39 | 27 | G | 71 | 47 | g | 103 | 67 |
| bs | 8 | 08 | (| 40 | 28 | H | 72 | 48 | h | 104 | 68 |
| ht | 9 | 09 |) | 41 | 29 | I | 73 | 49 | i | 105 | 69 |
| lf | 10 | OA | * | 42 | 2A | J | 74 | 4A | j | 106 | 6A |
| vt | 11 | OB | + | 43 | 2B | K | 75 | 4B | k | 107 | 6B |
| ff | 12 | OC | | 44 | 2C | L | 76 | 4C | 1 | 108 | 6C |
| cr | 13 | OD | (- | 45 | 2D | M | 77 | 4D | m | 109 | 6D |
| во | 14 | 0E | | 46 | 2E | N | 78 | 4E | n | 110 | 6E |
| si | 15 | OF | / | 47 | 2F | 0 | 79 | 4F | 0 | 111 | 6F |
| dle | 16 | 10 | 0 | 48 | 30 | P | 80 | 50 | p | 112 | 70 |
| dc1 | 17 | 11 | 1 | 49 | 31 | 0 | 81 | 51 | q | 113 | 71 |
| dc2 | 18 | 12 | 2 | 50 | 32 | R | 82 | 52 | r | 114 | 72 |
| dc3 | 19 | 13 | 3 | 51 | 33 | S | 83 | 53 | s | 115 | 73 |
| dc4 | 20 | 14 | 4 | 52 | 34 | T | 84 | 54 | t | 116 | 74 |
| nak | 21 | 15 | 5 | 53 | 35 | U | 85 | 55 | u | 117 | 75 |
| syn | 22 | 16 | 6 | 54 | 36 | v | 86 | 56 | v | 118 | 76 |
| etb | 23 | 17 | 7 | 55 | 37 | W | 87 | 57 | W | 119 | 77 |
| can | 24 | 18 | 8 | 56 | 38 | x | 88 | 58 | x | 120 | 78 |
| em | 25 | 19 | 9 | 57 | 39 | Y | 89 | 59 | У | 121 | 79 |
| sub | 26 | 1A | 1 | 58 | 3A | Z | 90 | 5A | z | 122 | 7A |
| esc | 27 | 18 | , | 59 | 3B | 1 | 91 | 5B | - | 123 | 7B |
| fs | 28 | 10 | < | 60 | 3C | 1 | 92 | 5C | ì | 124 | 7C |
| qs. | 29 | 1D | 2 | 61 | 3D | ì | 93 | 5D | | 125 | 7D |
| rs | 30 | 1E | > | 62 | 3E | | 94 | 5E | ~ | 126 | 7E |
| us | 31 | 1F | ? | 63 | 3F | 50.66 | 95 | 5F | del | 127 | 7F |

In this table hex numbers are shown to the right and the ASCII character that's being represented to the left. For instance, '38' in hex represents the number '8,' '55' represents upper case 'U,' and '29' represents the closed parenthesis.

We also have both printable characters, such as those just described, and nonprintable characters, such as 'escape' and 'delete' and other similar keys that you would find on your keyboard.

You should note a few properties of ASCII code. Note the relationship between a decimal digit such as '0' or '1' -- and its ASCII code. Note the difference between an upper-case letter -- capital 'A', capital 'B' -- and its lower-case equivalent -- small 'a', small 'b' -- for instance.

You can also use the table to determine which of two ASCII characters would come first in alphabetical order.

Note that we are not introducing any new operations with ASCII. Instead, we will use normal integer arithmetic and logic operations, just as we do for numbers.

Finally, we should consider some other data types that we won't get a chance to talk about in this course, but may be covered in other courses:

- Text strings: a sequence of characters which is terminated with the ASCII value for NULL ('00').
- Pixels: in a black and white display you just need one bit to represent black, but in a color display you have a number of binary values:
- 1 തർ&for red, one for green, and one for blue. So for instance, if you have eight binary values for each of those three co 🖓 🖰 960 ե 🗚

• Floating point: used for real numbers, it is the equivalent of scientific notation. Floating point is a very important topic, but one we won't be able to cover that in this particular course.

| | | | 2 |
|---|---|---|---|
| • | | | |
| | (| ٥ | L |
| ٠ | | i | |
| | | ı | |

Click here to open ASCII Table in new window

When viewing the table in a new windown you can print out by right clicking on your mouse.

1. CHECK YOUR UNDERSTANDING (1/1 point)

How do we get the ASCII code equivalent of a decimal digit ('0', '1', ...)?

- Subtract decimal 30 from the digit to get the ASCII code.
- Add decimal 30 to the digit to get the ASCII code.
- lacksquare Add binary 00110000 to the digit in binary to get the ASCII code. $\ \ lacksquare$



EXPLANATION

From the ASCII table, we see that we need to add hex 30, or binary 00110000, to the digit.

Hide Answer

You have used 2 of 2 submissions

2. CHECK YOUR UNDERSTANDING (1/1 point)

How do we convert from the ASCII code for a lower case letter ('a', 'b', ...) to the ASCII code for its upper case equivalent ('A', 'B', ...)?

- Subtract decimal 20 from the lower case letter ASCII code.
- Subtract hexadecimal 20 from the lower case letter ASCII code.



Subtract binary 00110000 from the lower case letter ASCII code.

EXPLANATION

From the ASCII table, we see that we need to subtract hex 20 from the digit.

Final Check

Save

Hide Answer

You have used 1 of 2 submissions

3. CHECK YOUR UNDERSTANDING (1/1 point)

Given the ASCII codes for two characters, which of the following methods will find the one that comes first in alphabetical order?

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| SCII and Other Data Types Numbers ENGRI1210x C Compare the two hexadecimal values and pick the larger of the two. | https://courses.edx.org/courses/CornellX/ENGRI1210x/1 |
|--|---|
| Compare the two hexadecimal values and pick the smaller of the two. | |
| First, convert both values to upper case. Then compare the two hexade | ecimal values and pick the larger of the two. |
| First, convert both values to lower case. Then compare the two hexade | cimal values and pick the smaller of the two. 💙 |
| | |
| EXPLANATION | |
| | |
| | Compare the two hexadecimal values and pick the larger of the two. Compare the two hexadecimal values and pick the smaller of the two. First, convert both values to upper case. Then compare the two hexade First, convert both values to lower case. Then compare the two hexade EXPLANATION We need to convert to either upper or lower case first. If we compare an uppupper case will be larger and in others the opposite will be true. Once we compare the two. |

You have used 1 of 2 submissions



Final Check

Save

Hide Answer

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