

2.13 Binary

Normally, a programmer can think in terms of base ten numbers. However, a compiler must allocate some finite quantity of bits (e.g., 32 bits) for a variable, and that quantity of bits limits the range of numbers that the variable can represent. Thus, some background on how the quantity of bits influences a variable's number range is helpful.

Because each memory location is composed of bits (0s and 1s), a processor stores a number using base 2, known as a **binary number**.

For a number in the more familiar base 10, known as a **decimal number**, each digit must be 0-9 and each digit's place is weighed by increasing powers of 10.

Table 2.13.1: Decimal numbers use weighed powers of 10.

Decimal number with 3 digits	Representation		
212	$= 2 \cdot 10^2$	$+ 1 \cdot 10^1$	$+ 2 \cdot 10^0$
	$= 2 \cdot 100$	$+ 1 \cdot 10$	$+ 2 \cdot 1$
	$= 200$	$+ 10$	$+ 2$
	$= 212$		

[Feedback?](#)

In **base 2**, each digit must be 0-1 and each digit's place is weighed by increasing powers of 2.

Table 2.13.2: Binary numbers use weighed powers of 2.

Binary number with 4 bits	Representation			
1101	$= 1 \cdot 2^3$	$+ 1 \cdot 2^2$	$+ 0 \cdot 2^1$	$+ 1 \cdot 2^0$
	$= 1 \cdot 8$	$+ 1 \cdot 4$	$+ 0 \cdot 2$	$+ 1 \cdot 1$
	$= 8$	$+ 4$	$+ 0$	$+ 1$
	$= 13$			

[Feedback?](#)

The compiler translates decimal numbers into binary numbers before storing the number into a memory location. The compiler would convert the decimal number 212 to the binary number 11010100, meaning $1 \times 128 + 1 \times 64 + 0 \times 32 + 1 \times 16 + 0 \times 8 + 1 \times 4 + 0 \times 2 + 0 \times 1 = 212$, and then store that binary number in memory.

**PARTICIPATION
ACTIVITY**

2.13.1: Understanding binary numbers.



Set each binary digit for the unsigned binary number below to 1 or 0 to obtain the decimal equivalents of 9, then 50, then 212, then 255. Note also that 255 is the largest integer that the 8 bits can represent.

0	0	1	1	0	0	1	1	51 (decimal value)
128	64	32	16	8	4	2	1	
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0	

[Feedback?](#)**PARTICIPATION
ACTIVITY**

2.13.2: Binary numbers.



- 1) Convert the binary number 00001111 to a decimal number.

Check[Show answer](#)**Correct**

8 + 4 + 2 + 1 is 15



- 2) Convert the binary number 10001000 to a decimal number.

Check[Show answer](#)**Correct**

128 + 8 is 136



- 3) Convert the decimal number 17 to an 8-bit binary number.

Correct

Check[Show answer](#)
16 + 1 is 17

- 4) Convert the decimal number 51 to an 8-bit binary number.

Check[Show answer](#)**Correct**

32 + 16 + 2 + 1 is 51

[Feedback?](#)