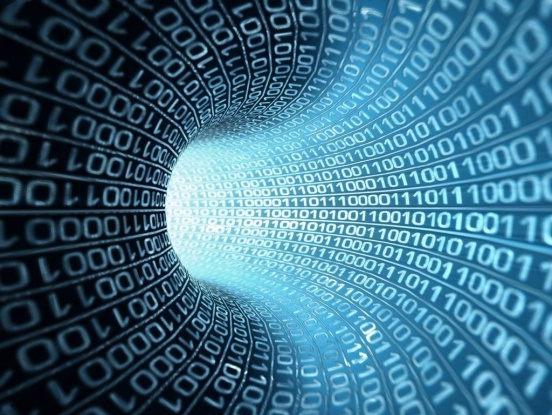
**Computer Science & Software Engineering**

**1.2.1E Hexadecimal to Decimal Conversion**

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_\_\_\_ Period \_\_\_\_\_\_

Technology Education Dept

Pittsford Central Schools

**Procedure**

One method to convert a hexadecimal number to a decimal number is to multiply the hexadecimal’s MSB by 16 (the base number) and add the next bit. Repeat the procedure.

25E16 = 60610

2x16 = 32+5 = 37

37x16 = 592 +14 = 606, 2 is the MSB (16 is the base), E (14) is the LSB

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| HEXADECIMAL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
| DECIMAL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

**Convert the following Hexadecimal numbers to Decimal:**

1. E416 = \_\_\_\_\_\_\_\_\_\_\_\_\_

2. 3C16 = \_\_\_\_\_\_\_\_\_\_\_\_\_

3. 5DF16 = \_\_\_\_\_\_\_\_\_\_\_\_\_

4. F616 = \_\_\_\_\_\_\_\_\_\_\_\_\_

5. DC116 = \_\_\_\_\_\_\_\_\_\_\_\_\_

6. B216 = \_\_\_\_\_\_\_\_\_\_\_\_\_

7. CC316 = \_\_\_\_\_\_\_\_\_\_\_\_\_

8. 7CA16 = \_\_\_\_\_\_\_\_\_\_\_\_\_

9. EE516 = \_\_\_\_\_\_\_\_\_\_\_\_\_

10. F116 = \_\_\_\_\_\_\_\_\_\_\_\_\_