

Number Systems And Computer Hardware

Binary Ruins Everything

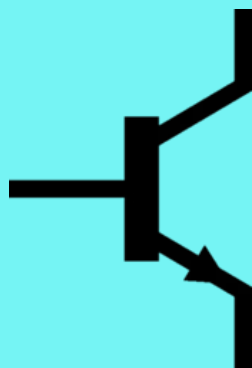
- **Bi**-nary: A number system that uses **2** digits 0 & 1

128's	64's	32's	16's	8's	4's	2's	1's	
1	0	1	0	0	1	0	1	= 1000101
128	+	32	+	4	+	1		= 165

- The above sequence is **8-bit** (1 byte)
- A **64-bit** storage can store numbers up to 9223372036854775808

Transistors

- Turns off and on **billions of times/sec**
- **7 nanometers** thick

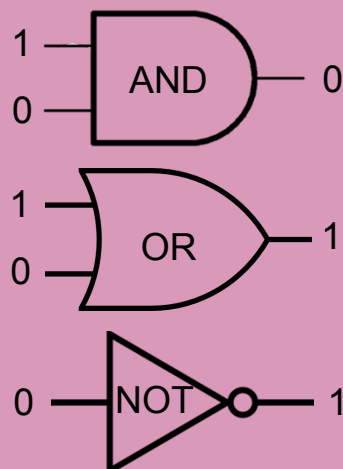


When it is **on**, it sends **1**

When it is **off**, it sends **0**

Logic Gates

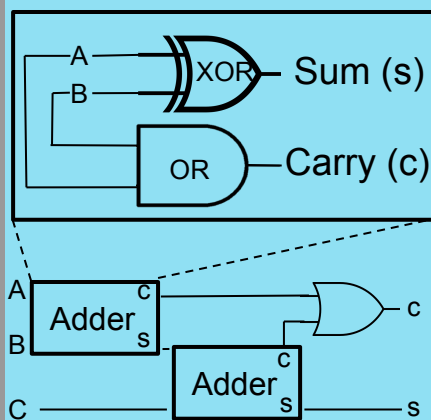
Takes **input**(s) & gives **output** based off logic arguments



Logic Gates are Created From Transistors

The ALU

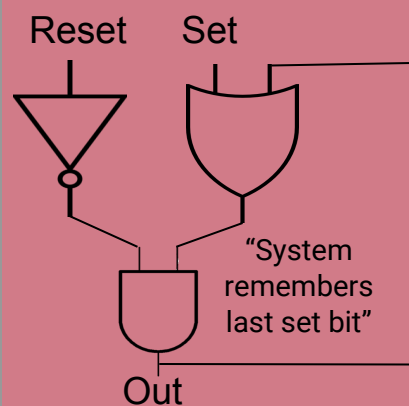
Performs **Arithmetic** & **Logic** Operations on Binary



Repeat these steps to create complex ALUs

The RAM

Allows data to be **read and stored** inside the **memory**



Combine similar components to form RAM

What about Octal & Hexadecimal

- *Binary is great and all, but it's **hard to read**. We need to simplify it*
- Base-10 may seem natural, but its hard to convert

The bases of Octal and Hexadecimal are **powers** of base-2 (4-bits are encoded in ever 2 hex digits)

- Html colors are often represented as a 6-digit Hex Code

#6BDEDE

#A4E5F5

#C4COED

#D17B88

#D999B9

Letters + Words?

- Letters were encoded in 2-digit hex code in WWII
- ASCII encodes capital/lowercase letters, & punctuation in 8 bits (It's how Mark Watney talked to Houston)
 - ASCII was designed for English and didn't take in account foreign languages and emojis 🍌
- Unicode solved this problem with a 16-bit system (65,536)