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**ICS 232 Computer Organization & Architecture  
Homework 2 - Chapter 2 - 10 points  
Due Date: 5/31/2023**

**Name: Key**

Note: Please post your homework to ICS232 D2L on or before the due date.

**Chapter 2 – Data Representation**

**Essential Terms and Concepts**

7. What does overflow mean in the context of unsigned numbers?

The result is larger than the largest number. A carry out occurs.

18. What are the three components of a floating-point number?

Sign, exponent, significant (mantissa)

25. Explain the difference between ASCII and Unicode.

ASCII uses 8 bits per character with the lower 128 assigned and the upper 128 changes dependent on the locale. Unicode uses 16 bits per character with all code points assigned by standards.

26. How many bits does a EBCDIC, ASCII and Unicode character require?

ASCII – 8

EBCDIC – 8

Unicode - 16

**Exercises**

2. Perform the following base conversions using subtraction or division-remainder:

a)  $588_{10} = \underline{\hspace{2cm}}_3$

b)  $2254_{10} = \underline{\hspace{2cm}}_5$

c)  $652_{10} = \underline{\hspace{2cm}}_7$

d)  $3104_{10} = \underline{\hspace{2cm}}_9$

a)  $210210_3$

$588 / 3 = 196 \text{ r } 0$



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$$\begin{array}{rcl} 196 & / & 3 = 65 \quad r \ 1 \\ 65 & / & 3 = 21 \quad r \ 2 \\ 21 & / & 3 = 7 \quad r \ 0 \\ 7 & / & 3 = 2 \quad r \ 1 \\ 2 & / & 3 = 0 \quad r \ 2 \end{array}$$

**b) 33004<sub>5</sub>**

$$\begin{array}{rcl} 2254 & / & 5 = 450 \quad r \ 4 \\ 450 & / & 5 = 90 \quad r \ 0 \\ 90 & / & 5 = 18 \quad r \ 0 \\ 18 & / & 5 = 3 \quad r \ 3 \\ 3 & / & 5 = 0 \quad r \ 3 \end{array}$$

**c) 1621<sub>7</sub>**

**d) 4228<sub>9</sub>**

5. Perform the following base conversions.

a)  $20012_3 = \underline{\hspace{2cm}}_{10}$

b)  $4103_5 = \underline{\hspace{2cm}}_{10}$

c)  $3236_7 = \underline{\hspace{2cm}}_{10}$

d)  $1378_9 = \underline{\hspace{2cm}}_{10}$

**a) 167<sub>10</sub>**

**b) 528<sub>10</sub>**

$$\begin{array}{rclcl} 4*5^3 & + & 1*5^2 & + & 0*5^1 & + & 3*5^0 \\ 500 & + & 25 & + & 0 & + & 3 = 528 \end{array}$$

**c) 1154<sub>10</sub>**

**d) 1043<sub>10</sub>**

8. Convert the following decimal fractions to binary with a maximum of six places to the right of the binary point:

a) 25.84375

b) 57.55

c) 80.90625

d) 84.874023



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a) 11001.11011

$$\begin{array}{rcl} 25 & /2 & = 12 \text{ r } 1 \\ 12 & /2 & = 6 \text{ r } 0 \\ 6 & /2 & = 3 \text{ r } 0 \\ 3 & /2 & = 1 \text{ r } 1 \\ 1 & /2 & = 0 \text{ r } 1 \end{array}$$

$$\begin{array}{rcl} .84375 & * 2 & = 1.69 \\ .69 & * 2 & = 1.38 \\ .38 & * 2 & = 0.76 \\ .76 & * 2 & = 1.52 \\ .52 & * 2 & = 1.04 \end{array}$$

b) 111001.100011

c) 1010000.11101

d) 1010100.110111

10. Convert the following binary fractions to decimal:

a) 10111.1101

b) 100011.10011

c) 1010011.10001

d) 11000010.111

a) 23.8125

$$\begin{array}{l} 16 + 4 + 2 + 1 = 23 \\ .1101 = .5 + .25 + .0625 = .8125 \end{array}$$

b) 35.59375

c) 83.53125

d) 194.875

15. Convert the hexadecimal number DEAD BEEF<sub>16</sub> to binary.

$$\text{DEAD BEEF}_{16} = 1101\ 1110\ 1010\ 1101\ 1011\ 1110\ 1110\ 1111_2$$

17. Represent the following decimal numbers in binary using 8-bit signed magnitude, one's complement, and two's complement representations:



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a) 60

Signed magnitude: 0011 1100

One's complement: 0011 1100

Two's complement: 0011 1100

b) -60

Signed magnitude: 1011 1100

One's complement: 1100 0011

Two's complement: 1100 0100

c) 20

Signed magnitude: 00010100

One's complement: 00010100

Two's complement: 00010100

d) -20

Signed magnitude: 10010100

One's complement: 11101011

Two's complement: 11101100

22. What decimal value does the 8-bit binary number 1011 0100 have if:

a) it is interpreted as an unsigned number? **180**

b) it is on a computer using signed-magnitude representation? **-52**

c) it is on a computer using one's complement representation? **-75**

d) it is on a computer using two's complement representation? **-76**

e) it is on a computer using excess-127 representation? **53**

33. Add the following unsigned binary numbers as shown.

a)	01000100	b)	01011011	c)	10101100
+	10111011	+	00011111	+	00100100
	=====		=====		=====
	11111111		01111010		11010000

44. Using arithmetic shifting, perform the following:



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- a) double the value  $00010101_2$       **00101010**
- b) quadruple the value  $01110111_2$       **error (sign bit changes)**
- c) divide the value  $11001010_2$  in half      **01100101**

52. Show how each of the following floating-point values would be stored using IEEE-754 double precision (be sure to indicate the sign bit, the exponent, and the significand fields):

- a) 12.5
- b) -1.5
- c) 0.75
- d) 26.625

- a)  $12.5 = 1.1001 \times 2^3$       **0 10000000010 1001000...0**  
      **$3 + 1023 = 1026 = 10000000010$**
- b)  $-1.5 = -1.1 \times 2^0$       **1 01111111111 1000000...0**  
      **$0 + 1023 = 1023 = 01111111111$**
- c)  $0.75 = 1.1 \times 2^{-1}$       **0 01111111110 1000000...0**  
      **$-1 + 1023 = 1022 = 01111111110$**
- d)  $26.625 = 1.1010101 \times 2^4$       **0 10000000011 1010101...0**  
      **$4 + 1023 = 1027 = 10000000011$**

55. Given that the ASCII code for A is 0100 0001, what is the ASCII code for J?

**If A = 0100 0001, then J = 0100 1010**

58. Decode the following ASCII message, assuming 7-bit ASCII characters and no parity:

**1001010 1001111 1001000 1001110 0100000 1000100 1001111 1000101**

**100 1010 = J**  
**100 1111 = O**  
**100 1000 = H**  
**100 1110 = N**  
**010 0000 = space**



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100 0100 = D

100 1111 = O

100 0101 = E

X1. Encode the following four characters in Unicode:

0  $\Sigma$  @  $\pi$  (zero, summation, at-sign, pi)

0030 2211 0040 03C0 (hex values)

X2. Perform the following unsigned hexadecimal arithmetic:

a)	1AF4	b)	3DE7	c)	F938
	+ 3304		+ D496		- 395D
	=====		=====		=====
	4DF8		1127D		BFDB

X3. Decode the following hexadecimal ASCII message, assuming 8-bit ASCII characters:

54 68 65 20 45 6E 64

The End

**On a Windows PC: Install WSL 2**

1. Install WSL 2 by following these instructions:

<https://docs.microsoft.com/en-us/windows/wsl/install-win10>

You can install any Linux distribution you like. I used Ubuntu.

2. Install GCC compiler by

- Use `sudo apt update` to update the package database.
- Use `sudo apt upgrade` to make sure all of your packages are current.
- Use `sudo apt install gcc` to install the GNU C x86 and x86-x64 compiler.



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- d. Use `sudo apt install gcc-multilib` to install the GNU C cross-compilation feature.
- e. Use `sudo apt install gdb` to install the GNU debugger.

**On a Mac: You may need to install Xcode. Then use a terminal window which will act just like the WSL window.**

- 3. Refer to <https://stackoverflow.com/questions/2603489/how-do-i-compile-a-c-file-on-my-mac> for more help.

**Then either using WSL or the Mac terminal window:**

- 4. Write or copy from the Internet any simple C program and run it. Include the program and the output here. Compile with `gcc <filename.c>` and run with `./a.out`.

**Prepare for next class by reading Chapter 3 – Boolean Algebra and Digital Logic**