



Computer Fundamentals



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Data and Storage

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Agenda



- ▶ Binary Number System
- ▶ Number Representation
- ▶ Letter Representation
- ▶ Voice Representation
- ▶ Image and Video Representation
- ▶ Bits and Bytes

▶ Binary Number System



- **decimal**
 - 0, 1, 2, 3, 4, 5, 6, 7, 8, 9,

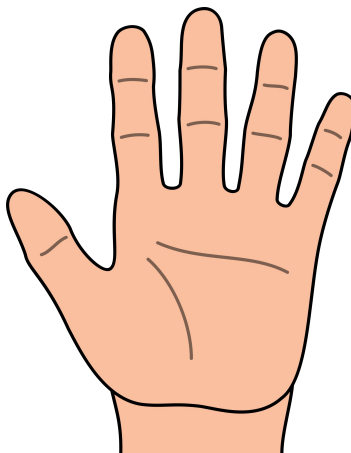


▶ Binary Number System

- **binary**
 - 0, 1



▶ Binary Number System



► Binary Number System



123


► Binary Number System




100 10 1

123

$$1 \times 100 + 2 \times 10 + 3 \times 1 = 123$$



Binary Number System




421

000


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9



Binary Number System



421

001

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10

► Binary Number System



4 2 1
010

► Binary Number System



4 2 1
011

► Binary Number System



4 2 1
100

► Binary Number System



4 2 1
111



$$\begin{array}{cccc} 4 & 2 & 1 & \\ 1 & 1 & 1 & + 1 = ? \end{array}$$



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Students, write your response!


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Binary Number System

$$\begin{array}{cccc} 8 & 4 & 2 & 1 \\ 1 & 0 & 0 & 0 \end{array}$$



Binary Number System




100101

999


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Binary Number System



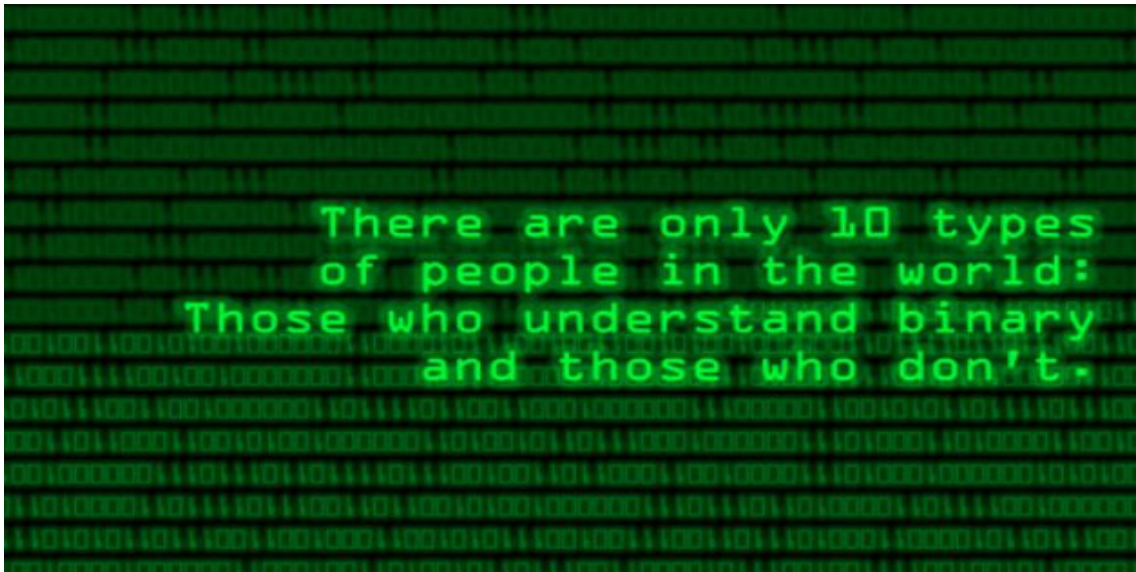
1000100101

1000

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Binary Number System

- Click to image:





Let's practice

128	64	32	16	8	4	2	1

Choose a response

Choose the binary number system representation of 14

- A. 1110
- B. 1010
- C. 1000
- D. 1111
- E. 1001



Students choose an option

How about 50?

110010

110111

111101

110101



Students, drag the icon!



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► Binary Number System



1001



JSWAY©
Students, enter a number!

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2
4



► Binary Number System

11010 = ? in decimal



ISWAY©
Students, enter a number!

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► Number Representation

- Numbers are represented as integers.

Data Type	Operator used	Description
String	str	Text or numbers that can be combined in a print statement.
Integer	int	Whole number with no decimal part. Used to do calculations
Float	float	Real number with a decimal part. Use to do calculations.



Letter Representation

- ASCII: American Standard Code for Information Interchange

TABLE 3
ASCII CHARACTER CODES (DECIMAL)

0	Ctrl-@	32	Space	64	@	96	`
1	Ctrl-A	33	!	65	A	97	a
2	Ctrl-B	34	"	66	B	98	b
3	Ctrl-C	35	#	67	C	99	c
4	Ctrl-D	36	\$	68	D	100	d
5	Ctrl-E	37	%	69	E	101	e
6	Ctrl-F	38	&	70	F	102	f
7	Ctrl-G	39	'	71	G	103	g
8	Backspace	40	(72	H	104	h
9	Tab	41)	73	I	105	i
10	Ctrl-J	42	*	74	J	106	j
11	Ctrl-K	43	+	75	K	107	k
12	Ctrl-L	44	,	76	L	108	l
13	Return	45	-	77	M	109	m
14	Ctrl-N	46	.	78	N	110	n
15	Ctrl-O	47	/	79	O	111	o
16	Ctrl-P	48	0	80	P	112	p
17	Ctrl-Q	49	1	81	Q	113	q
18	Ctrl-R	50	2	82	R	114	r
19	Ctrl-S	51	3	83	S	115	s
20	Ctrl-T	52	4	84	T	116	t
21	Ctrl-U	53	5	85	U	117	u
22	Ctrl-V	54	6	86	V	118	v
23	Ctrl-W	55	7	87	W	119	w
24	Ctrl-X	56	8	88	X	120	x
25	Ctrl-Y	57	9	89	Y	121	y
26	Ctrl-Z	58	:	90	Z	122	z
27	Escape	59	;	91	[123	{
28	Ctrl-\	60	<	92	\	124	
29	Ctrl-]	61	=	93]	125	}
30	Ctrl-^	62	>	94	^	126	~
31	Ctrl-_	63	?	95	_	127	Delete



Letter Representation

- ASCII: American Standard Code for Information Interchange

7 bits ---> 128 letters/symbols



▶ Letter Representation

- ASCII: American Standard Code for Information Interchange

72

73

33



▶ Letter Representation

- ASCII: American Standard Code for Information Interchange

H

72

73

33



▶ Letter Representation

- ASCII: American Standard Code for Information Interchange

H	I	
_____	_____	_____
72	73	33



▶ Letter Representation

- ASCII: American Standard Code for Information Interchange

H	I	!
_____	_____	_____
72	73	33



Letter Representation

- Unicode:

Bits of code point	First code point	Last code point	Bytes in sequence	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
7	U+0000	U+007F	1	0xxxxxxx					
11	U+0080	U+07FF	2	110xxxxx	10xxxxxx				
16	U+0800	U+FFFF	3	1110xxxx	10xxxxxx	10xxxxxx			
21	U+10000	U+1FFFFF	4	11110xxx	10xxxxxx	10xxxxxx	10xxxxxx		
26	U+200000	U+3FFFFFFF	5	111110xx	10xxxxxx	10xxxxxx	10xxxxxx	10xxxxxx	
31	U+4000000	U+7FFFFFFF	6	1111110x	10xxxxxx	10xxxxxx	10xxxxxx	10xxxxxx	10xxxxxx



Letter Representation

ASCII VERSUS UNICODE

ASCII	UNICODE
A character encoding standard for electronic communication	A computing industry standard for consistent encoding, representation, and handling of text expressed in most of the world's writing systems
Stands for American Standard Code for Information Interchange	Stands for Universal Character Set
Supports 128 characters	Supports a wide range of characters
Uses 7 bits to represent a character	Uses 8bit, 16bit or 32bit depending on the encoding type
Requires less space	Requires more space



Letter Representation

- Unicode:



U+1F606



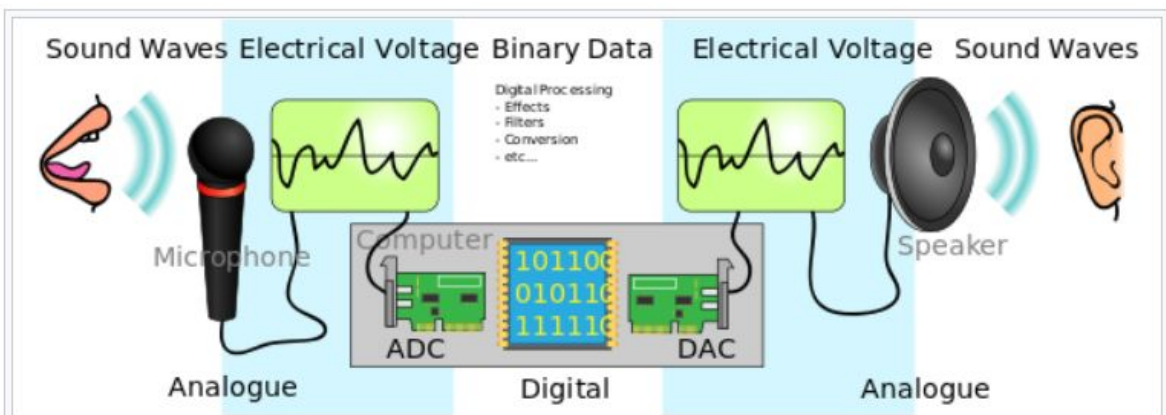
U+1F69F



U+1F63F



Voice Representation





Voice Representation

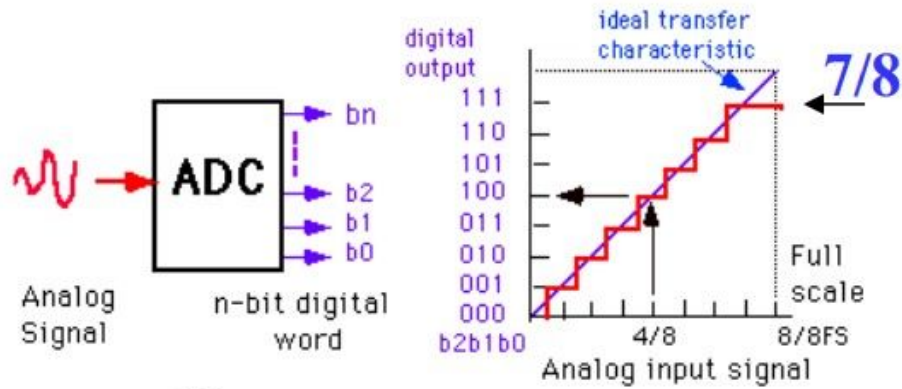


Image and Video Representation

- RGB (Red, Green Blue)

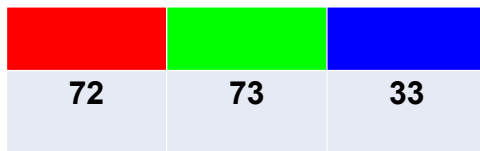
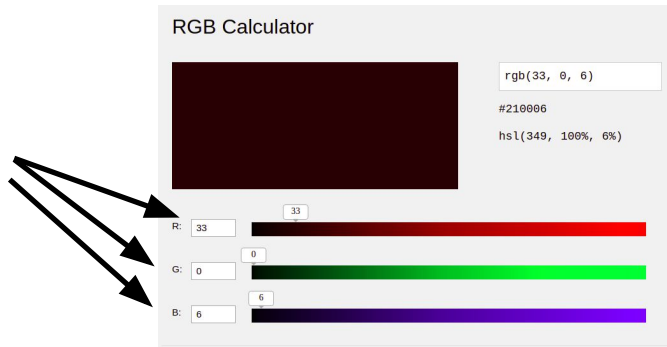




Image and Video Representation



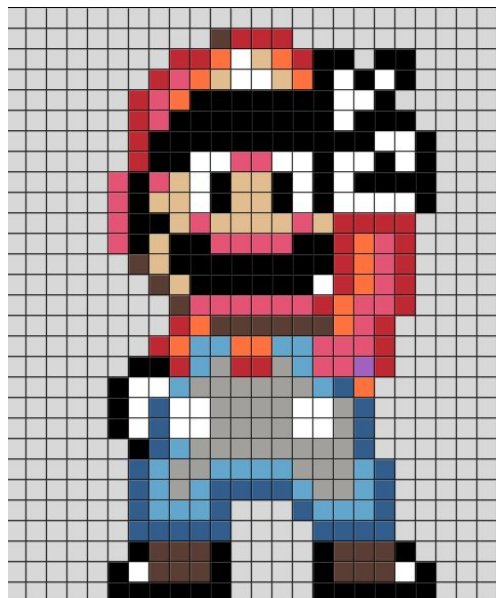
Students choose an option

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Image and Video Representation



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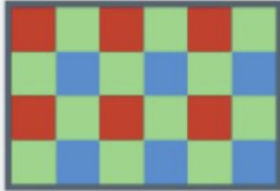
40



Image and Video Representation

How does 4K compare?

Standard definition (SD)

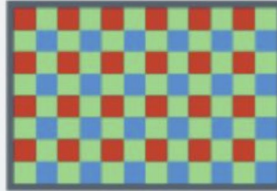


704 x 576 pixels

405,504

pixels in total

Full HD

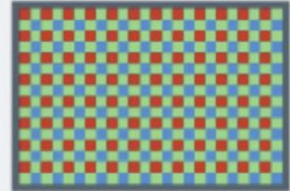


1,920 x 1,080 pixels

2,073,600

pixels in total

4K UHD



3,840 x 2,160 pixels

8,294,400

pixels in total

How well did you like this section?





Bits and Bytes

Bit

- 0/1
- true/false
- yes,no



Bits and Bytes

Byte

- 8 bits





Bits and Bytes

Kilobyte

- 1000 bytes
- 8000 bits



Bits and Bytes

Kilobyte

- 1000 1024 bytes
- 8000 8192 bits



► Bits and Bytes

Kilobyte

- 2^{10} bytes



► Bits and Bytes





Bits and Bytes

Megabyte

- 2^{10} kilobytes
- 2^{20} bytes
- 1024 kilobytes



Bits and Bytes





Bits and Bytes

Gigabyte

- 2^{10} megabytes
- 2^{20} kilobytes
- 2^{30} bytes
- 1024 megabytes



Bits and Bytes





Bits and Bytes

Terabyte

- 2^{10} gigabytes
- 2^{20} megabytes
- 2^{30} kilobytes
- 2^{40} bytes
- 1024 gigabytes

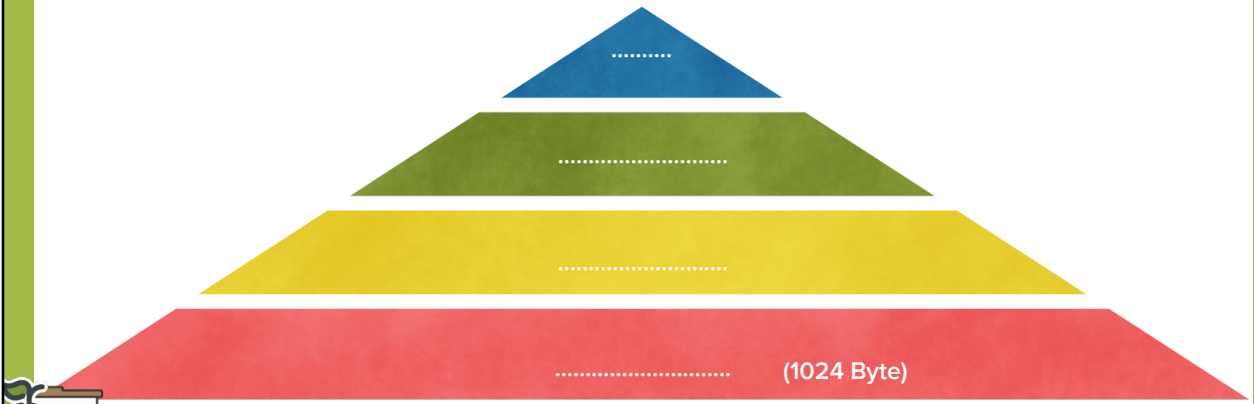


Bits and Bytes



bytEgyptian pyramids

Let's write to bits and bytes pyramid.



Students, draw anywhere on this slide!

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Kahoot!

Circle how you are feeling:



Pear Deck



Students, draw anywhere on this slide!

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THANKS!
Any questions?

