





X

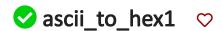
< binary_to_hex1

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bitwise1 >



You are working on problem set: Homework 2 (Pause)



Language/Type: C ASCII binary

numbers number bases

Author: <u>Julie Zelenski</u> (on

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There is no need to memorize the entire ASCII table, but knowing the placement of a few key characters from which you can then find neighbors is worthwhile. Use man ascii to learn the codes for the three characters ' \emptyset ', 'A', 'a', and use them to do the following conversions. Write your answer in the form $\emptyset x_{-}$.

.

hex	for	'I'	Øx49
hex	for	′ 5′	Øx35
hex	for	'd'	Øx64





✓ You passed 3 of 3 tests.

#	question	your answer	result
1	hex for 'I'	Øx49	pass
2	hex for '5'	Øx35	pass
3	hex for 'd'	Øx64	pass



Stuck on an exercise? Contact your TA or instructor .

If something seems wrong with our site, please contact us.