



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

✓ [ascii_to_hex1](#)

Language/Type: **C** [ASCII](#) [binary](#)
[numbers](#) [number bases](#)

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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 `'0'`, `'A'`, `'a'`, and use them to do the following conversions. Write your answer in the form `0x__`.

.
. .
.

hex for `'I'`

hex for `'5'`

hex for `'d'`

**Submit**

✓ You passed 3 of 3 tests.



#	question	your answer	result
1	hex for <code>'I'</code>	0x49	✓ pass
2	hex for <code>'5'</code>	0x35	✓ pass
3	hex for <code>'d'</code>	0x64	✓ pass



Need help?

Stuck on an exercise? [Contact your TA or instructor](#) .

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