

CSE 20

Intro to Computing I

Lecture 6 – Number Systems

Announcements

- ▶ Lab #7 this week
 - Due before your next lab
- ▶ Project #1
 - Due 10/27 (Friday)
- ▶ Midterm Exam
 - 10/23 during lecture
 - Lectures 1-6 (**NOT 1-5**)/Lab #1-7
 - Review during labs in week of 10/16
 - Open notes
 - No electronic devices (including calculators)
- ▶ Reading assignment
 - Chapter 4.4-4.9 of textbook

Binary -> Hex

- ▶ Groups of 4 binary bits = Hex
- ▶ Convert : 1 0 1 0 1 1 1 0 0 1 1 0 1 1 0 0
- ▶ A E 6 C
- ▶ 0xAE6C

<https://www.khanacademy.org/math/algebra-home/alg-intro-to-algebra/algebra-alternate-number-bases/v/binary-to-hexadecimal>

Hex -> Dec/Binary

▶ Convert 0x5B6F

▶ To decimal:

$$\circ 5 \times 16^3 + 11 \times 16^2 + 6 \times 16^1 + 15 \times 16^0 = 23407_{10}$$

▶ To binary:

$$\circ 5_{16} = 0101_2$$

$$\circ B_{16} = 1011_2$$

$$\circ 6_{16} = 0110_2$$

$$\circ F_{16} = 1111_2$$

$$\circ 0101\ 1011\ 0110\ 1111_2$$

Numbers Conversion

- ▶ What is 5029_{10} in Binary (Base 2)?
- ▶ Find the largest power of 2 such that $2^x \leq 5029$
 - 12^{th} is largest ($2^{12} = 4096$)
 - $5029 - 4096 = 933$
- ▶ Find the largest $2^x \leq 933$
 - $9^{th} \rightarrow 2^9 = 512 \rightarrow 933 - 512 = 421$
- ▶ Find the largest $2^x \leq 421$
 - $8^{th} \rightarrow 2^8 = 256 \rightarrow 421 - 256 = 165$
- ▶ Find the largest $2^x \leq 165$
 - $7^{th} \rightarrow 2^7 = 128 \rightarrow 165 - 128 = 37$
- ▶ Find the largest $2^x \leq 37$
 - $5^{th} \rightarrow 2^5 = 32 \rightarrow 37 - 32 = 5$
- ▶ Find the largest $2^x \leq 5$
 - $2^{nd} \rightarrow 2^2 = 4 \rightarrow 5 - 4 = 1$
- ▶ Find the largest $2^x \leq 1$
 - $0^{th} \rightarrow 2^0 = 1 \rightarrow 1 - 1 = 0$

Put 1's in each power of 2 that we found OR 0's in others

Binary : 1 0011 1010 0101
 └─┬─┘ └─┬─┘ └─┬─┘
 3 A 5

Hex : 0x13A5

Check:

$$1 \times 16^3 + 3 \times 16^2 + 10 \times 16^1 + 5 \times 16^0 \\ \rightarrow 4096 + 768 + 160 + 5 = 5029$$

<https://www.khanacademy.org/math/algebra-home/alg-intro-to-algebra/algebra-alternate-number-bases/v/large-number-decimal-to-binary>

Numbers: Operations

Symbol	Function
*	Multiply
/	Divide
%	Remainder
+	Add
-	Subtract

Numbers: Comparison

Operator	Meaning
==	equal
!=	not equal
<	Less than
>	Greater than
<=	Less than equal

The result is either True or False

Numbers: logical operator &&(AND)

Input 1	Input 2	Expression	Output
0	0	0 && 0	0
0	1	0 && 1	0
1	0	1 && 0	0
1	1	1 && 1	1
Input 1	Input 2	Expression	Output
FALSE	FALSE	False AND False	FALSE
FALSE	TRUE	False AND True	FALSE
TRUE	FALSE	True AND False	FALSE
TRUE	TRUE	True AND True	TRUE

Numbers: logical operator || (OR)

Input 1	Input 2	Expression	Output
0	0	0 0	0
0	1	0 1	1
1	0	1 0	1
1	1	1 1	1
Input 1	Input 2	Expression	Output
FALSE	FALSE	False OR False	FALSE
FALSE	TRUE	False OR True	TRUE
TRUE	FALSE	True OR False	TRUE
TRUE	TRUE	True OR True	TRUE

Precedence

- ▶ $1 + 2 + 3 + 4$
 - $((1 + 2) + 3) + 4$
 - ▶ $1 * 2 + 3 * 4$
 - $(1 * 2) + (3 * 4)$
 - ▶ $1 * 2 < 3 * 4$
 - $(1 * 2) < (3 * 4)$
 - ▶ $1 < 2 \&\& 3 < 4$
 - $(1 < 2) \&\& (3 < 4)$
 - ▶ $(\text{int}) 1 + 2.0$
 - $1 + 2.0 \rightarrow 3.0$
 - ▶ $(\text{int}) (1 + 2.0)$
 - $(\text{int})(3.0) \rightarrow 3$
- $()$ – parentheses have highest precedence
 - $*$, $/$, $\%$ are next in evaluation
 - $+$, $-$
 - $<$, $<=$, $>$, $>=$
 - $==$, $!=$
 - $\&\&$, $||$ are last to be evaluated
 - Always evaluate left to right (default)

Numbers - Divide

- ▶ $7 / 8$
 - 0
- ▶ $(\text{float}) 7 / 8$
 - 0.875
- ▶ $(\text{float}) (7 / 8)$
 - 0.0
- ▶ $(\text{float}) 7 / 8.0$
 - 0.875
- ▶ $(\text{int}) 7/8.0$
 - 0.875
- ▶ $(\text{int}) (7/8.0)$
 - 0

Numbers – Remainder (Modulus)

▶ $7 \% 8$

◦ 7

▶ $8 \% 7$

◦ 1

▶ $2 \% 1$

◦ 0

▶ $1 \% 2$

◦ 1

▶ $7 \% 2$

◦ 1

▶ $8 \% 2$

◦ 0

Variable Usage

▶ `int total;` // Declaration



total

Variable Usage

- ▶ `int total = 0;` // Declaration + initialization



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`

100

total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`
- ▶ `total = 0;`



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`
- ▶ `total = 0;`
- ▶ `total = total + 1;`



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`
- ▶ `total = 0;`
- ▶ `total = total + 1;`
- ▶ `total += 5;`



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`
- ▶ `total = 0;`
- ▶ `total = total + 1;`
- ▶ `total += 5;`
- ▶ `total++;`



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`
- ▶ `total = 0;`
- ▶ `total = total + 1;`
- ▶ `total += 5;`
- ▶ `total++;`
- ▶ `++total;`



total

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`
- ▶ `total = 0;`
- ▶ `total = total + 1;`
- ▶ `total += 5;`
- ▶ `total++;`
- ▶ `++total;`
- ▶ `System.out.println(total++ == 9);` **false ... Why?**



total

Increment after comparison

Variable Usage

- ▶ `int total = 0;`
- ▶ `total = 1;`
- ▶ `total = 5;`
- ▶ `total = 100;`
- ▶ `total = 0;`
- ▶ `total = total + 1;`
- ▶ `total += 5;`
- ▶ `total++;`
- ▶ `++total;`
- ▶ `System.out.println(++total == 9);` **true**



total

Project (Bobcar.java)

Available cars: 1 for Economy, 2 for Compact, 3 for Standard

Please choose the rental car: 1

Please enter the number of rental days: 3

Club member?: 1 for yes, 0 for no: 1

Platinum Executive Package?: 1 for yes, 0 for no: 1

Base: 3 days for a Economy @ \$35 per day: \$ 105

Club Member Discount: - \$ 0

Platinum Executive Package: + \$ 15.75

Total Estimate for Rental: \$ 120.75

Approaching the Project

- ▶ Read carefully
- ▶ Step by step
 - Need 3 (sometimes 4) main inputs from user
 - Print out the results from variables before you do anything
 - Calculate a base cost for each car
 - Add in discount for Club Member
- ▶ Premium Package
 - add input only if club member
 - logic to calculate and print out
- ▶ Put this at the end of main
 - `input.close();` // For Resource leak warning. input is the name of scanner