



Talking in Twos

Author: Sarat Talluri Rao
Illustrator: Joanna Mendes

Level 3



When Siphar says 'Enter' to Gia, she understands.
That is because the meaning of the word is stored in her brain.



When Siphar presses 'Enter' on the computer, the computer understands.

That is because the meaning of the word is stored in its brain.

The instruction 'Enter' is stored in the brain of the computer in Binary.

Binary is the language we use to communicate with computers.

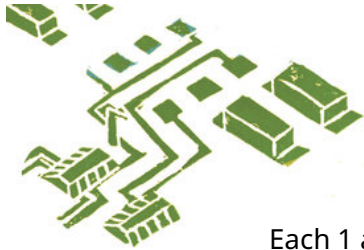


If you saw words or instructions in Binary, you would be confused.

That is because Binary uses only a series of 1s and 0s.



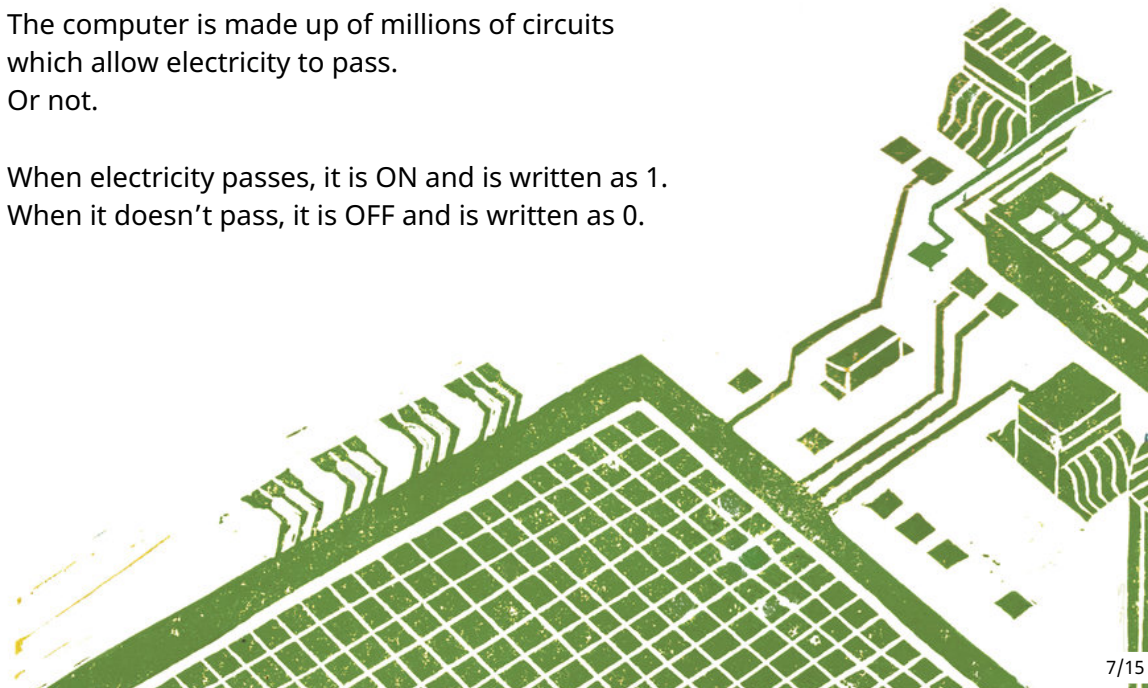


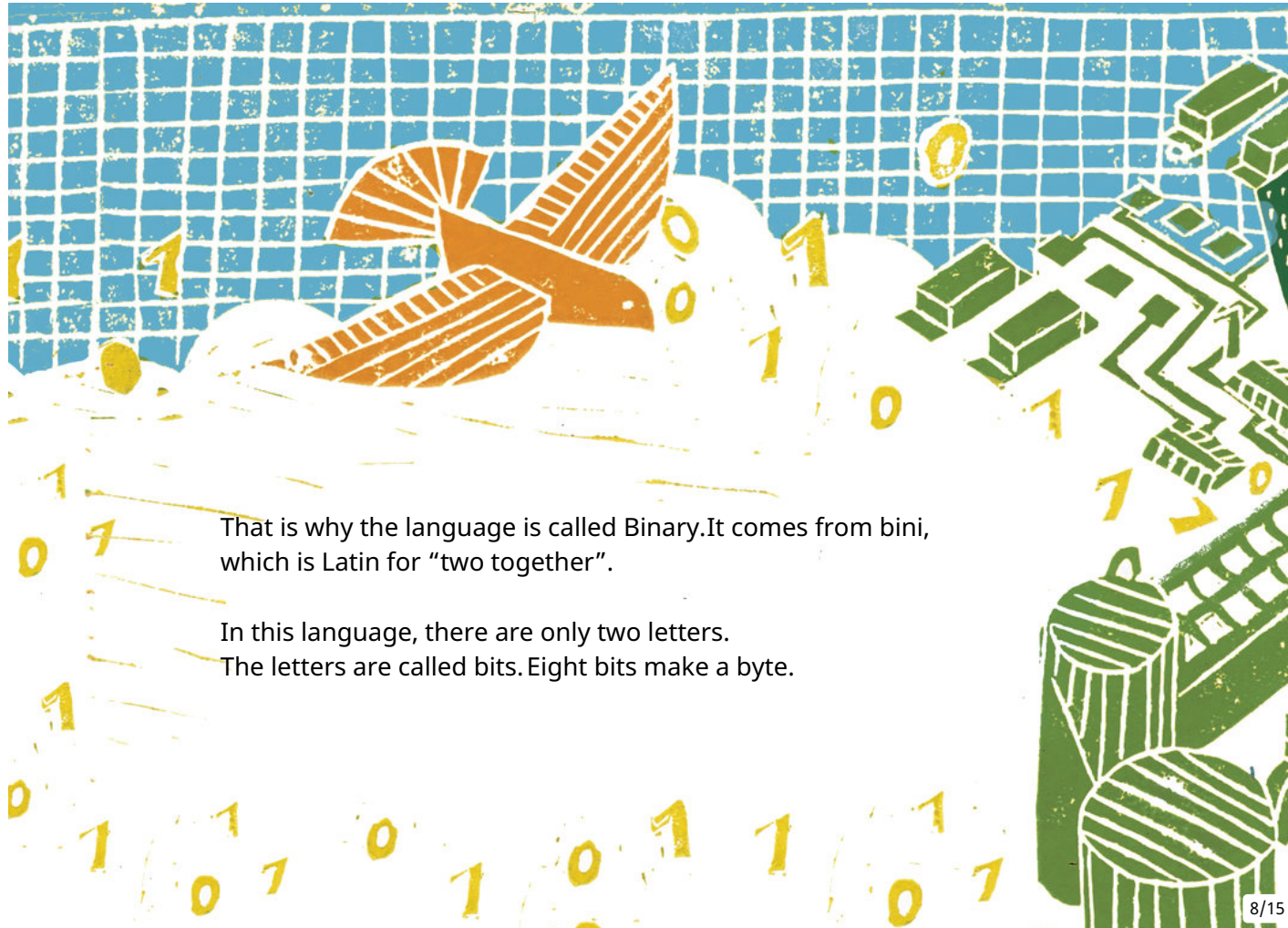


Each 1 and each 0 is important.
Each 1 and each 0 gives the computer an important message.

The computer is made up of millions of circuits
which allow electricity to pass.
Or not.

When electricity passes, it is ON and is written as 1.
When it doesn't pass, it is OFF and is written as 0.





That is why the language is called Binary. It comes from bini, which is Latin for "two together".

In this language, there are only two letters.
The letters are called bits. Eight bits make a byte.



Using just 1 and 0, you can communicate many things to the computer.



The letter A is stored as the byte 01000001.

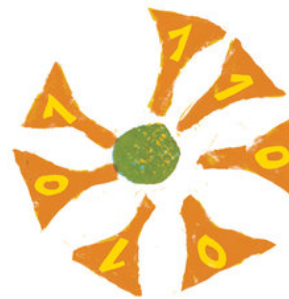
The letter B is stored as the byte 01000010.



The word 'Hello' is stored as

01001000 01100101 01101100 01101100 01101111.

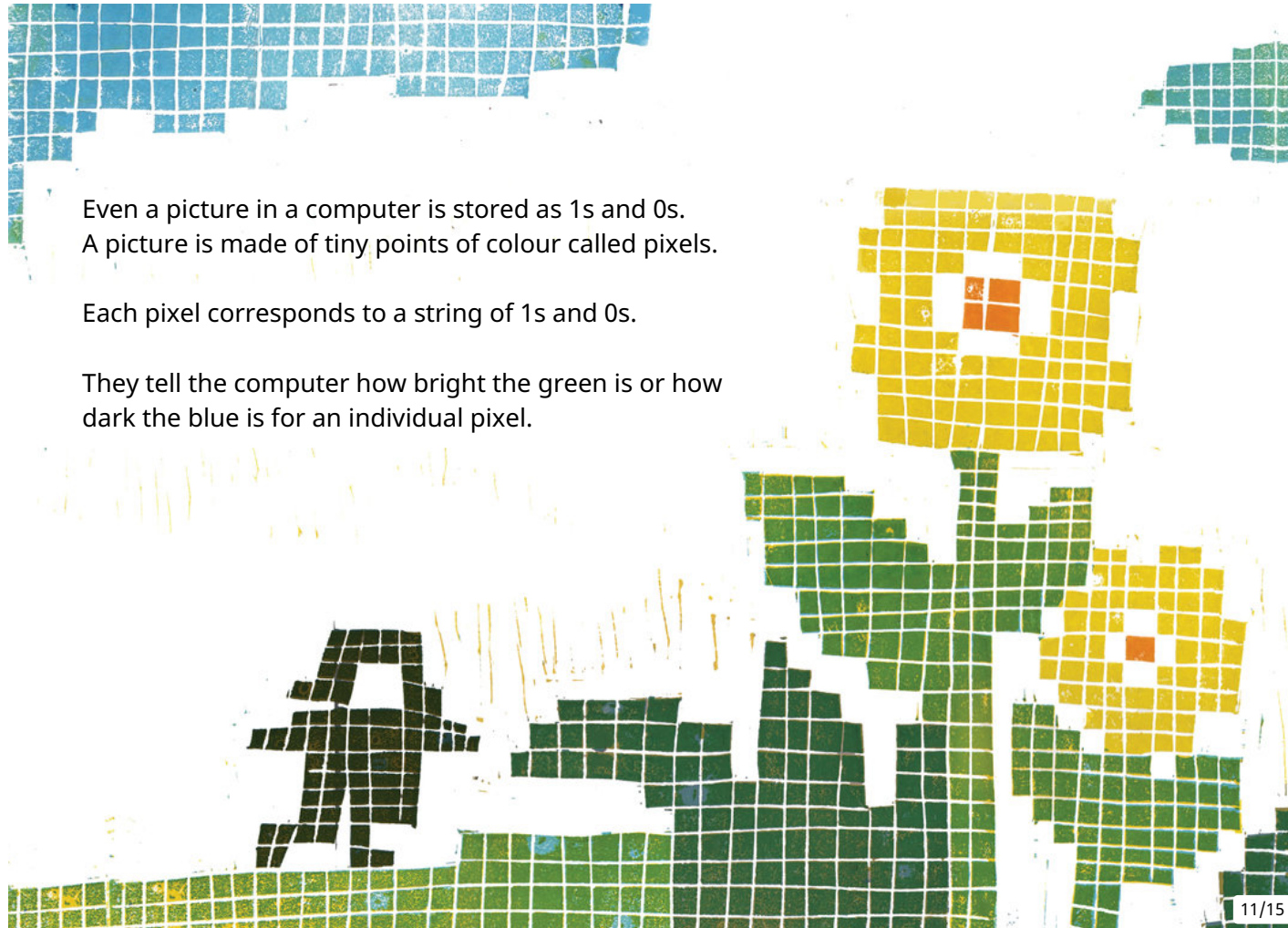
'Enter', too, is stored as a string of 1s and 0s.



'Enter' is an instruction.

If this instruction is given to you, you may choose to enter or not to enter.
If this instruction is given to the computer, it will follow the instruction.

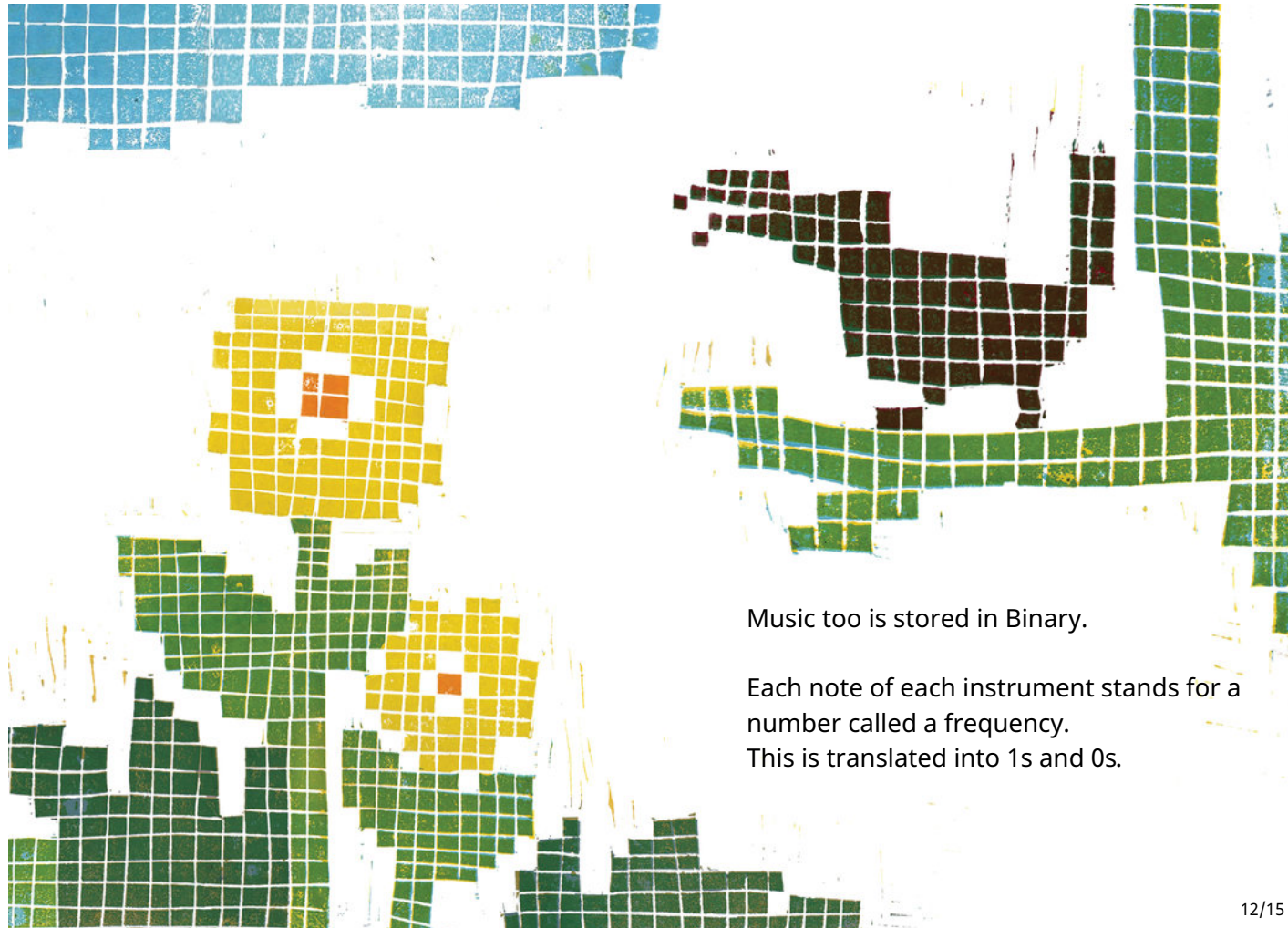




Even a picture in a computer is stored as 1s and 0s.
A picture is made of tiny points of colour called pixels.

Each pixel corresponds to a string of 1s and 0s.

They tell the computer how bright the green is or how dark the blue is for an individual pixel.



Music too is stored in Binary.

Each note of each instrument stands for a number called a frequency.
This is translated into 1s and 0s.



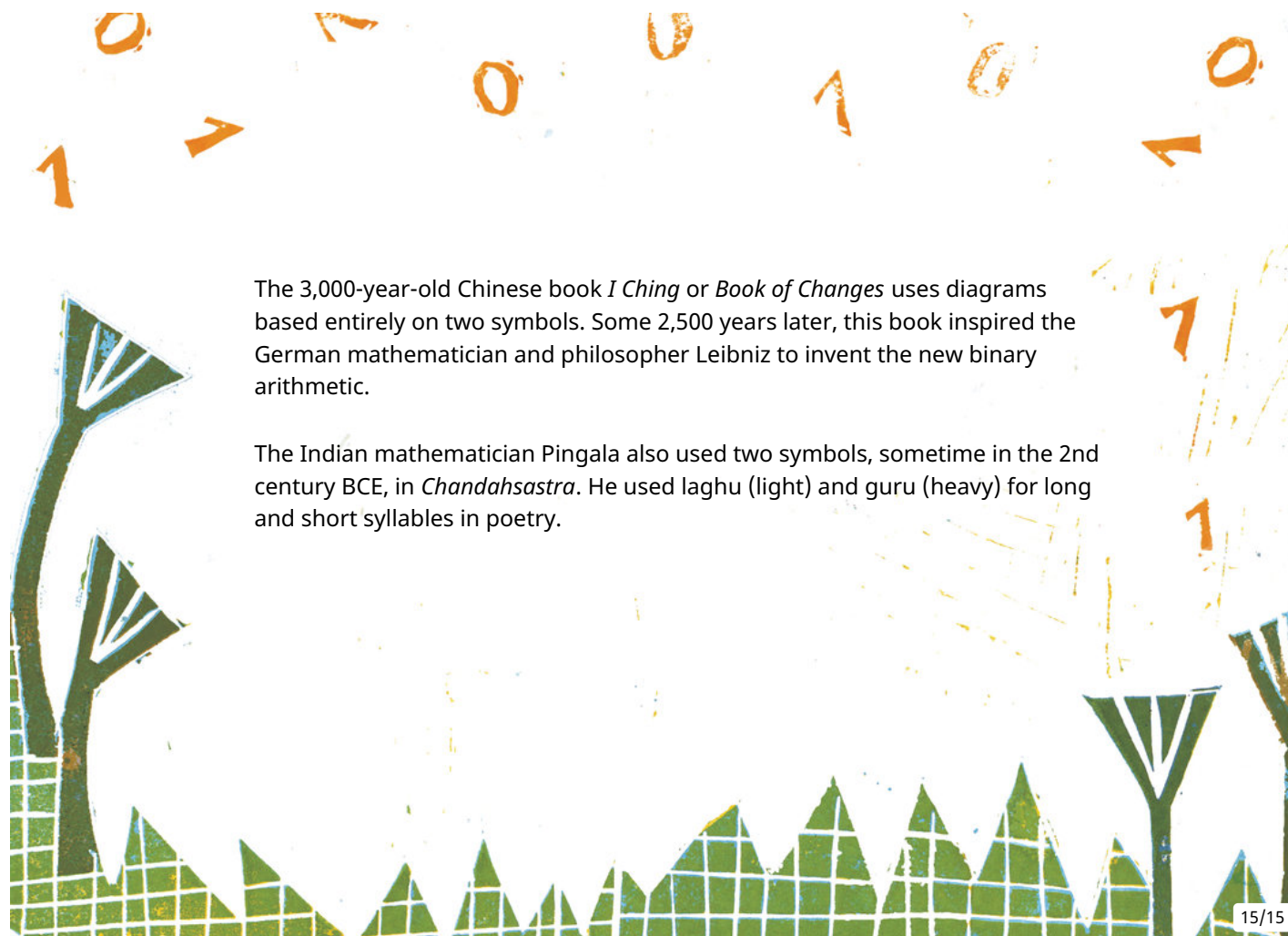
In Binary, if it is NOT 1, it IS 0.
If it is NOT 0, it IS 1.

Binary is for machines.
You are NOT a machine.

So if you are NOT a one at something, it doesn't mean you are a zero.
If you are NOT good at something, it doesn't mean you are bad at that thing.

As human beings, we are lucky. We can choose to be any value in between.





The 3,000-year-old Chinese book *I Ching* or *Book of Changes* uses diagrams based entirely on two symbols. Some 2,500 years later, this book inspired the German mathematician and philosopher Leibniz to invent the new binary arithmetic.

The Indian mathematician Pingala also used two symbols, sometime in the 2nd century BCE, in *Chandaḥśāstra*. He used laghu (light) and guru (heavy) for long and short syllables in poetry.



This book was made possible by Pratham Books' StoryWeaver platform. Content under Creative Commons licenses can be downloaded, translated and can even be used to create new stories - provided you give appropriate credit, and indicate if changes were made. To know more about this, and the full terms of use and attribution, please visit the following [link](#).

Story Attribution:

This story: Talking in Twos is written by [Sarat Talluri Rao](#). © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license.

Other Credits:

'Talking in Twos' has been published on StoryWeaver by Pratham Books. The development of this book has been supported by CISCO.
www.prathambooks.org

Images Attributions:

Cover page: [A child walking in a garden](#) by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 2: [A boy and a girl in a room](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 3: [A boy working on a computer](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 4: [A residential area](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 5: [A girl in a garden](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 6: [A girl running around](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 7: [A circuit board](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 8: [A bird flying](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 9: [Dandelions](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 10: [A child with dragonfly and dandelions](#) by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 11: [A girl with flowers in bloom](#) by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license.

Disclaimer: https://www.storyweaver.org.in/terms_and_conditions



Some rights reserved. This book is CC-BY-4.0 licensed. You can copy, modify, distribute and perform the work, even for commercial purposes, all without asking permission. For full terms of use and attribution, <http://creativecommons.org/licenses/by/4.0/>

 A Corporate Social
Responsibility Initiative

The development of this book has been supported by
CISCO.



This book was made possible by Pratham Books' StoryWeaver platform. Content under Creative Commons licenses can be downloaded, translated and can even be used to create new stories - provided you give appropriate credit, and indicate if changes were made. To know more about this, and the full terms of use and attribution, please visit the following [link](#).

Images Attributions:

Page 12: [Two flowers](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 13: [A girl running on grass](#) by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 14: [Girl playing hopscotch](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license. Page 15: [Wildflowers and numbers everywhere](#), by [Joanna Mendes](#) © Pratham Books, 2018. Some rights reserved. Released under CC BY 4.0 license.

Disclaimer: https://www.storyweaver.org.in/terms_and_conditions



Some rights reserved. This book is CC-BY-4.0 licensed. You can copy, modify, distribute and perform the work, even for commercial purposes, all without asking permission. For full terms of use and attribution, <http://creativecommons.org/licenses/by/4.0/>



The development of this book has been supported by CISCO.

Talking in Twos (English)

Computers use a special language called Binary. This has only two symbols—0 and 1. But it manages to pass on the most complex messages.

This is a Level 3 book for children who are ready to read on their own.



Pratham Books goes digital to weave a whole new chapter in the realm of multilingual children's stories. Knitting together children, authors, illustrators and publishers. Folding in teachers, and translators. To create a rich fabric of openly licensed multilingual stories for the children of India and the world. Our unique online platform, StoryWeaver, is a playground where children, parents, teachers and librarians can get creative. Come, start weaving today, and help us get a book in every child's hand!

This book is shared online by Free Kids Books at <https://www.freekidsbooks.org>
in terms of the creative commons license provided by the publisher or author.

Want to find more books like this?



<https://www.freekidsbooks.org>

Simply great free books -

Preschool, early grades, picture books, learning to read,
early chapter books, middle grade, young adult,
Pratham, Book Dash, Mustardseed, Open Equal Free, and many more!

Always Free – Always will be!

Legal Note:

This book is in CREATIVE COMMONS - Awesome!! That means you can share, reuse it, and in some cases republish it, but only in accordance with the terms of the applicable license (not all CCs are equal!), attribution must be provided, and any resulting work must be released in the same manner.

Please reach out and contact us if you want more information: <https://www.freekidsbooks.org/about>

Image Attribution: Annika Brandow, from You! Yes You! CC-BY-SA.

This page is added for identification.