

# Introduction to C++ Programming

## Part 2: Data representation

Course: CPSC 1050

Instructor: Dr Bijan Farrahi

Lecture 2

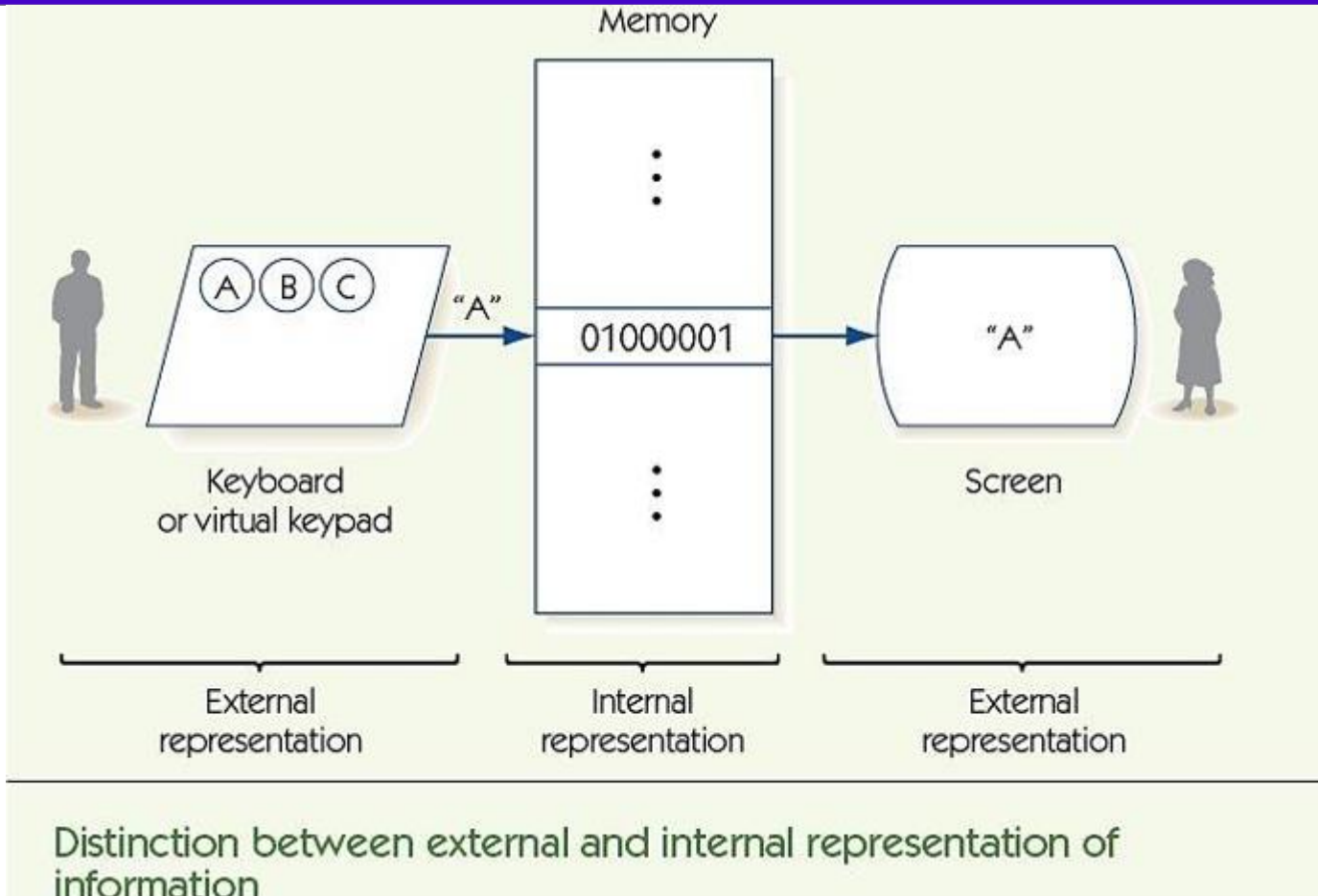
# Learning Outcomes

- convert numbers in different bases
- Identify how encoding works in computer

# Data and Computers

- In the past, computers deal almost exclusively with **numeric** and **textual** data (a value)
- Today computers are really **multimedia** devices, dealing with a vast array of information categories such as:
  - Numbers
  - Text
  - Audio
  - Video
  - Images and graphics

# Decimal Versus Binary



External representation is **human oriented**  
Internal representation is **computer oriented**

# Numbers

## – Integers

Positive and negative numbers:

249, 0, - 45645, - 32

## – Rational

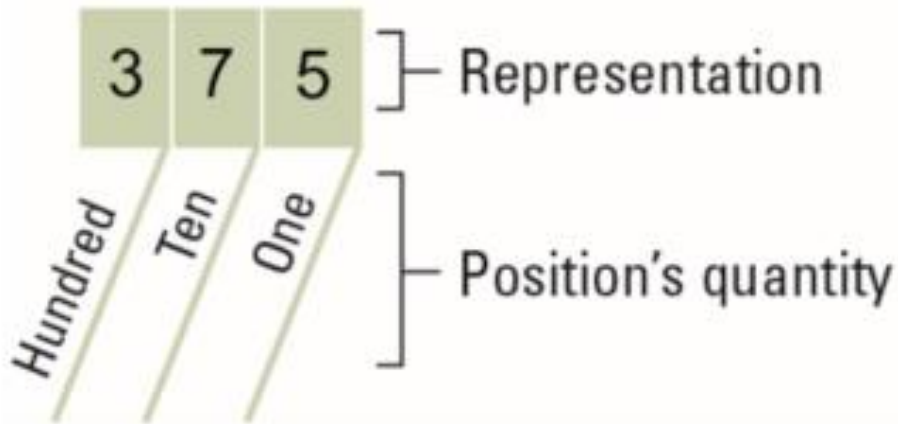
A number that can be made by dividing two integers:

- $\frac{1}{2}$  or (0.5) is a rational number (1 divided by 2, or the ratio of 1 to 2)
- 0.75 is a rational number (3 / 4)
- -6.6 is a negative rational number (-66 / 10)

# Positional Notation

375 is  $300 + 70 + 5$  in Base 10

(each digit has its own dedicated value!)



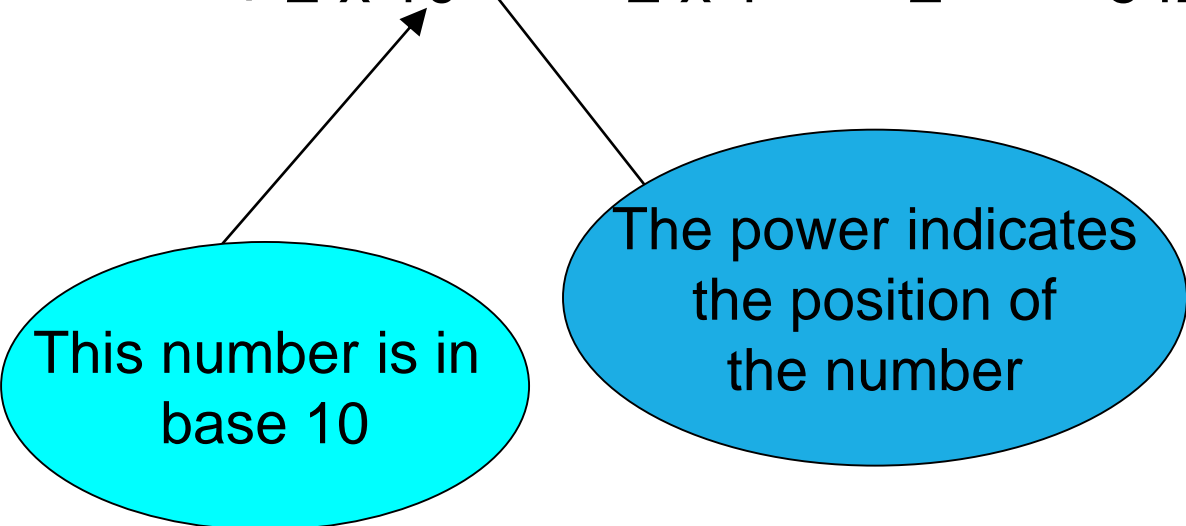
The **Base** of a number determines both:

- The **number** of different digit symbols
- The **dedicated values** of digit positions

# Positional Notation

Positional notation of (642) in Base 10:

$$\begin{aligned} 6 \times 10^2 &= 6 \times 100 = 600 \\ + 4 \times 10^1 &= 4 \times 10 = 40 \\ + 2 \times 10^0 &= 2 \times 1 = 2 \quad = 642 \text{ in base 10} \end{aligned}$$



This number is in  
base 10

The power indicates  
the position of  
the number

# Positional Notation

- What if 642 has the *base of 13*?

$$\begin{aligned} & 6 \times 13^2 \quad (6 \times 169 = 1014) \\ & + 4 \times 13^1 \quad (4 \times 13 = 52) \\ & + 2 \times 13^0 \quad (2 \times 1 = 2) \\ & = 1068 \text{ in base 10} \end{aligned}$$

- 642 in base 13 is equivalent to 1068 in base 10
- What if 642 has the *base of 8 (Octal)*?

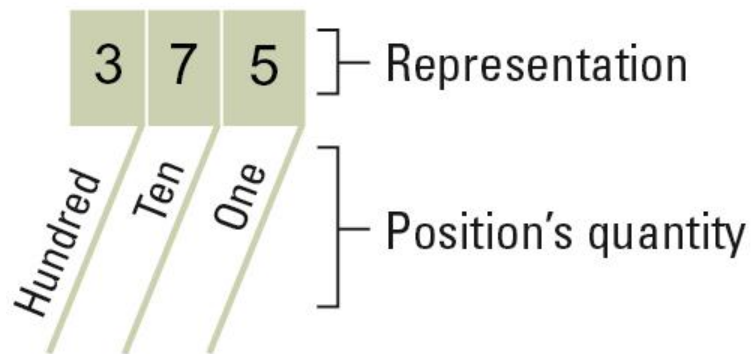


# Binary System

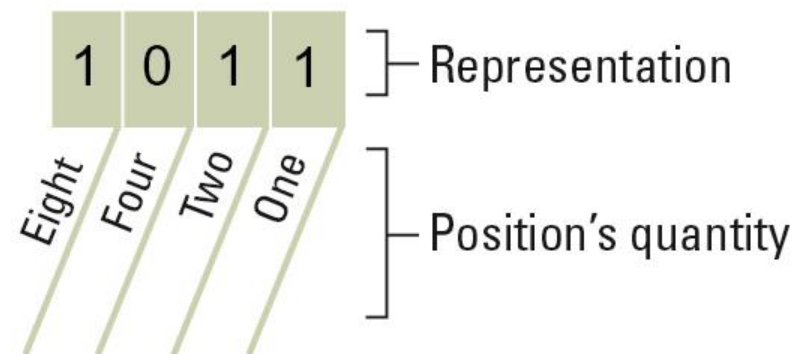
- Decimal is base 10 and has 10 digit symbols:  
0,1,2,3,4,5,6,7,8,9
- Binary is base 2 and has 2 digit symbols:  
0,1
- Why **binary system** is so important?
- Using **binary** instead of decimal, simplifies the design of computers (**far less expensive** and **far more reliable**)
- As only one of two values (patterns) is shown

# The Base 10 and Binary System

## a. Base 10 system



## b. Base two system



# Bases Higher than 10

- How are digits in bases higher than 10 represented?
  - Base 16 (Hexadecimal) has 16 digits:  
0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, and F

# Number Systems

3 main conversion categories are:

1. Convert numbers in other bases to base 10:  
**positional notation**
2. Describe the relationship between bases 2, 8, and 16
3. Convert base 10 numbers to numbers in other bases (2, 8, 16): **successive divisions**

# Converting Octal to Decimal

- What is the **decimal** equivalent of the **octal** number 642?

$$\begin{aligned} & 6 \times 8^2 \quad (6 \times 64 = 384) \\ + & 4 \times 8^1 \quad (4 \times 8 = 32) \\ + & 2 \times 8^0 \quad (2 \times 1 = 2) \\ & = 418 \text{ in base 10} \end{aligned}$$

# Converting Hexadecimal to Decimal

- What is the **decimal** equivalent of the **hexadecimal** number DEF?

$$\begin{aligned} & \text{D} \times 16^2 \quad (13 \times 256 = 3328) \\ + & \text{E} \times 16^1 \quad (14 \times 16 = 224) \\ + & \text{F} \times 16^0 \quad (15 \times 1 = 15) \\ & = 3567 \text{ in base 10} \end{aligned}$$

- Remember, the digit symbols in base 16 are:

0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F

|    .....

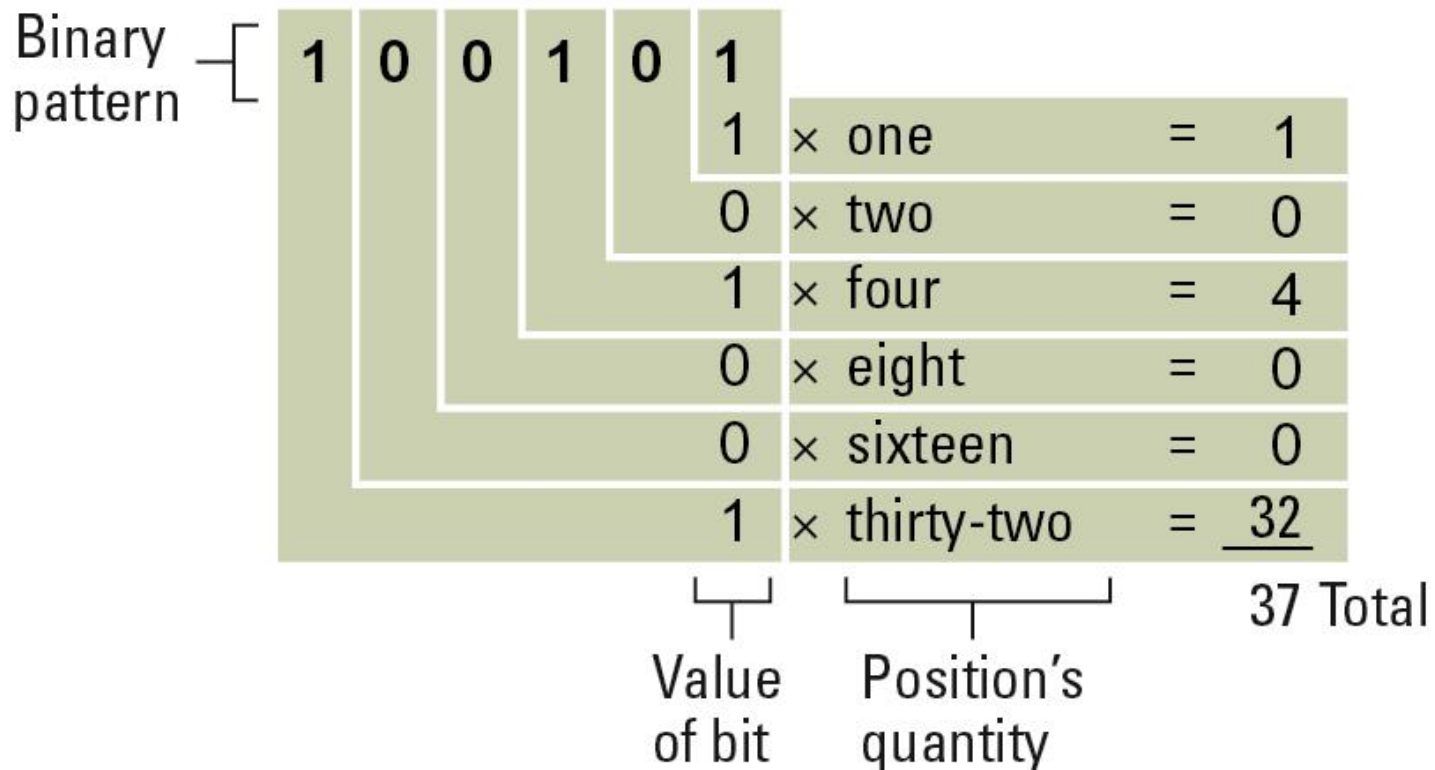
0, .....

|   |   |   |   |   |

10,11,12, 13, 14,15

# Converting Binary to Decimal

- What is the **decimal** equivalent of the **binary** number 100101?



# Checkpoint

- Is  $136_{(7)}$  a valid number?
- Is  $136_{(6)}$  a valid number?
- What is the maximum digit in octal system (base 8)?
- What is the value of  $1011001_{(2)}$  in decimal system?
- What is the value of  $136_{(8)}$  in decimal system?
- What is the value of  $136_{(13)}$  in decimal system?



# Converting Decimal to Other Bases

- An **algorithm** is a **sequence of steps** that solve a problem
- Algorithm for converting a number in base 10 to other bases:

While (the quotient is not zero)

- 1) Divide the decimal number by the new base
- 2) Make the remainder the next digit to the left in the answer
- 3) Replace the original decimal number with the quotient

# Converting Decimal 13 to Binary

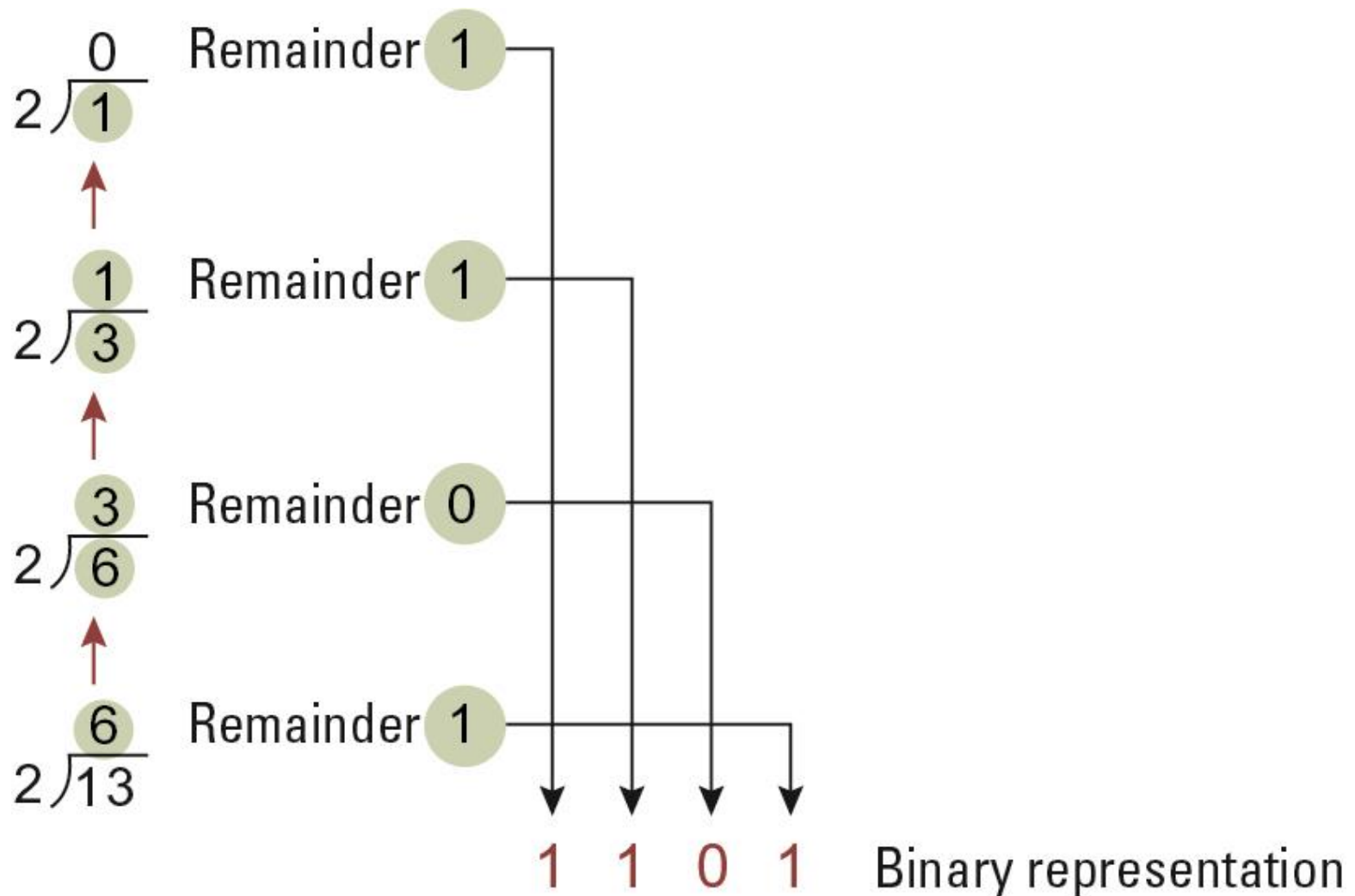
13	÷	2:	quotient = 6	remainder 1
6	÷	2:	quotient = 3	remainder 0
3	÷	2:	quotient = 1	remainder 1
1	÷	2:	quotient = 0	remainder 1

↑  
order for  
reading the  
remainder  
digits

Stop, because the quotient is now zero

Answer: 1 1 0 1

# Converting Decimal 13 to Binary



# Converting Decimal to Binary - intuitive approach

- We need to decompose and represent 29 in terms of possible powers of 2

Power of 2	16	8	4	2	1
29	1	1	1	0	1
Remaider	13	5	1		0

$$29 = 16 + 8 + 4 + 0 + 1$$

$$(29)_{10} \text{ is } (11101)_2$$

# Converting Decimal 93 to Octal

93  $\div$  8 quotient 11 remainder 5

11  $\div$  8 quotient 1 remainder 3

1  $\div$  8 quotient 0 remainder 1

↑  
order for  
reading the  
remainder  
digits

Answer: 1 3 5

# Converting Decimal 93 to Hexadecimal

93 ÷ 16 quotient 5, remainder 13

5 ÷ 16 quotient 0, remainder 5

↑  
order for  
reading the  
remainder  
digits

Answer: 5D<sub>(16)</sub>

Hint: 13 in base 16 is replaced by D

# checkpoint


- What is the octal value of 984?
- What is the binary value of 984?
- What is the hexadecimal (hex) value of 984?

# Converting Binary to Octal

- When it comes to conversion from **Binary** to **Octal** two steps are necessary:

Octal	0	1	2	3	4	5	6	7
Binary	000	001	010	011	100	101	110	111

- 1) Mark groups of *three* (from right)
- 2) Convert each group and replace it with a corresponding octal number

10101011  010 101 011  
2 5 3

- Add leading zeros until you have a multiple of three bits



# Converting Binary to Hexadecimal

Hex	Binary			
0	0	0	0	0
1	0	0	0	1
2	0	0	1	0
3	0	0	1	1
4	0	1	0	0
5	0	1	0	1
6	0	1	1	0
7	0	1	1	1
8	1	0	0	0
9	1	0	0	1
A	1	0	1	0
B	1	0	1	1
C	1	1	0	0
D	1	1	0	1
E	1	1	1	0
F	1	1	1	1

- 1) Mark groups of *four* (from right)
- 2) Convert each group and replace it with a corresponding hexadecimal number

10101011  $\rightarrow$  1010 1011  
A B

10101011 in base 2 is AB in base 16 (no leading zeros)

# Conversion Between Two Bases

## Exercise

Convert the following binary numbers to octal and hexadecimal:

- 1000
- 110
- 10110011
- 1101110

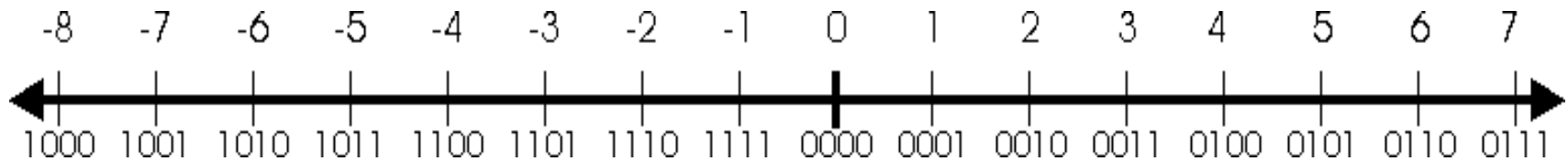
## Exercise

Convert the following numbers to binary:

- $[137]_8$
- $[4E]_{16}$
- $[52]_8$
- $[A00]_{16}$

# Negative Numbers : 2's Complement

- Uses all bit patterns efficiently



- Given  $n = 4$ , the range of numbers: -8 to 7
  - With this notation, we can represent the negative numbers from -8 to -1, whereas with signed magnitude we could only represent -7 to -1 (do not lose any pattern here)
- Quick identification of negative numbers
    - All negative numbers have the leftmost bit set to '1'

# How to Calculate 2's Complement

- Take the **positive representation**, **flip the bits** and **add 1**.

Negative	Positive	Flip	Add 1
-7	0111	1000	1001
-3	0011	1100	1101

- What about **subtraction**? Does it work properly?

**4 - 7 would be:  $4 + (-7) = -3$**

How do I know this is -3?

0100 (+4)  
1001 (-7)  
-----  
**1**101 (-3)

Again, flip and add 1

# Number Overflow

- With **4 bits** we could represent **- 8 to +7** (slide 15)
- Using **8 bits** (represents numbers in range **-128 to +127**)
- Lets sum **127 and 3**

11111111	carry
01111111	+127
00000011	+3
<hr/>	
10000010	

Sign bit

It is -126

number overflow

What number is it?

# Storing Characters

- Data stored in computer must be stored as binary number
- Characters are converted to numeric code, numeric code stored in memory
  - Most important coding scheme is ASCII
    - ASCII is limited: defines codes for only 128 characters
  - Unicode coding scheme becoming standard
    - Uses 4 bytes to represent each character
    - Compatible with ASCII
    - Can represent characters for other languages

# ASCII Character Set

Left Digit(s)	Right Digit	ASCII									
		0	1	2	3	4	5	6	7	8	9
0		NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT
1		LF	VT	FF	CR	SO	SI	DLE	DC1	DC2	DC3
2		DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS
3		RS	US	□	!	“	#	\$	%	&	'
4		(	)	*	+	,	-	.	/	0	1
5		2	3	4	5	6	7	8	9	:	;
6		<	=	>	?	@	A	B	C	D	E
7		F	G	H	I	J	K	L	M	N	O
8		P	Q	R	S	T	U	V	W	X	Y
9		Z	[	\	]	^	_	`	a	b	c
10		d	e	f	g	h	i	j	k	l	m
11		n	o	p	q	r	s	t	u	v	w
12		x	y	z	{		}	~	DEL		

**CR (Carriage Return)** is a **control *character*** or mechanism used to reset a device's position to the beginning of a line of text

# Additional Resources

## – To Read!

- Number Systems: Naturals, Integers, Rationals, Irrationals, Reals, and Beyond – Varsity Tutors
- Computer - Number Systems – tutorialspoint
- Number Systems: An Introduction to Binary, Hexadecimal, and More – tutsplus

This is a good one!

## – To Watch!

- Introduction to number systems and binary – Khan Academy