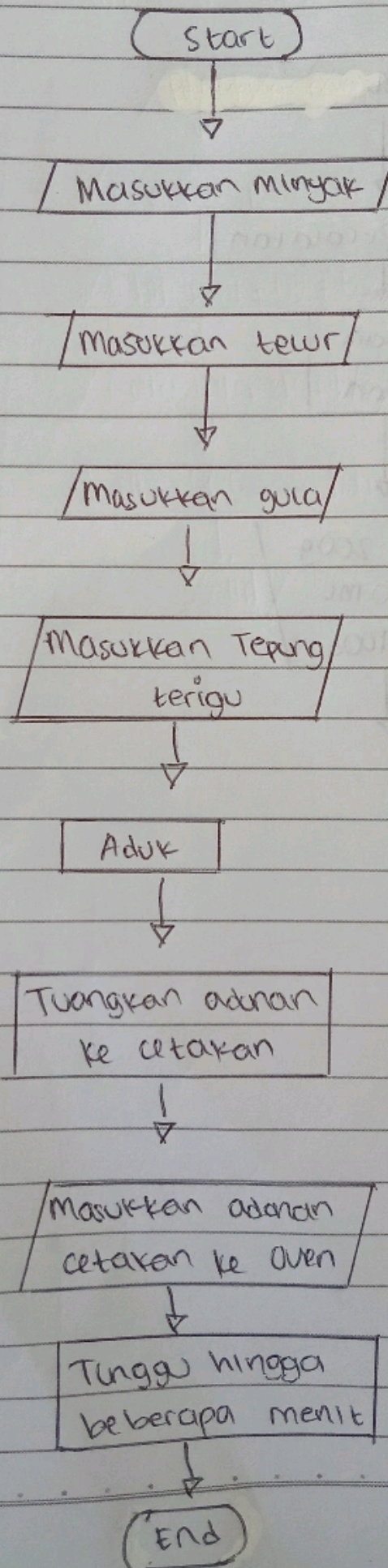
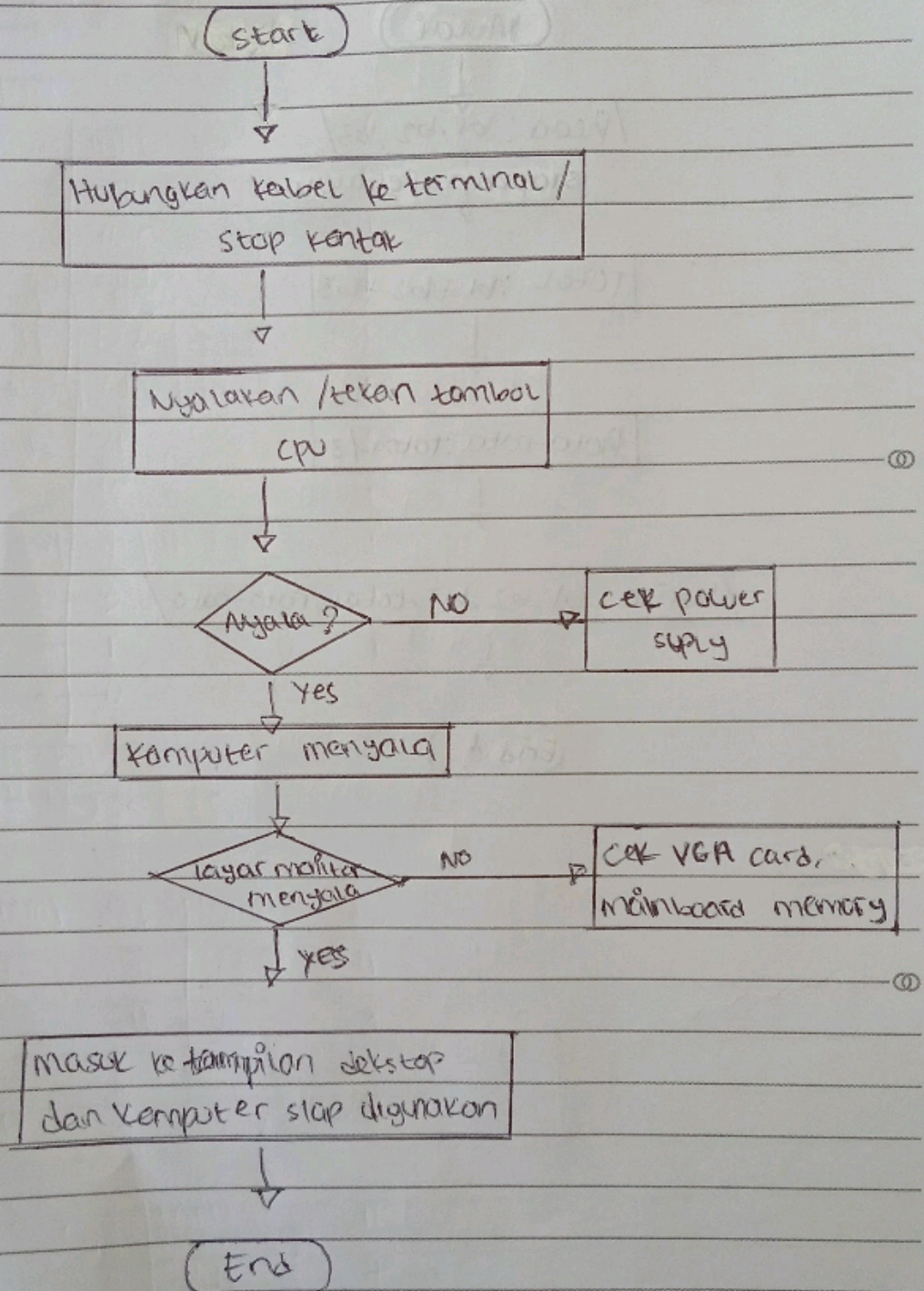


17.1 Mengusun Algoritma

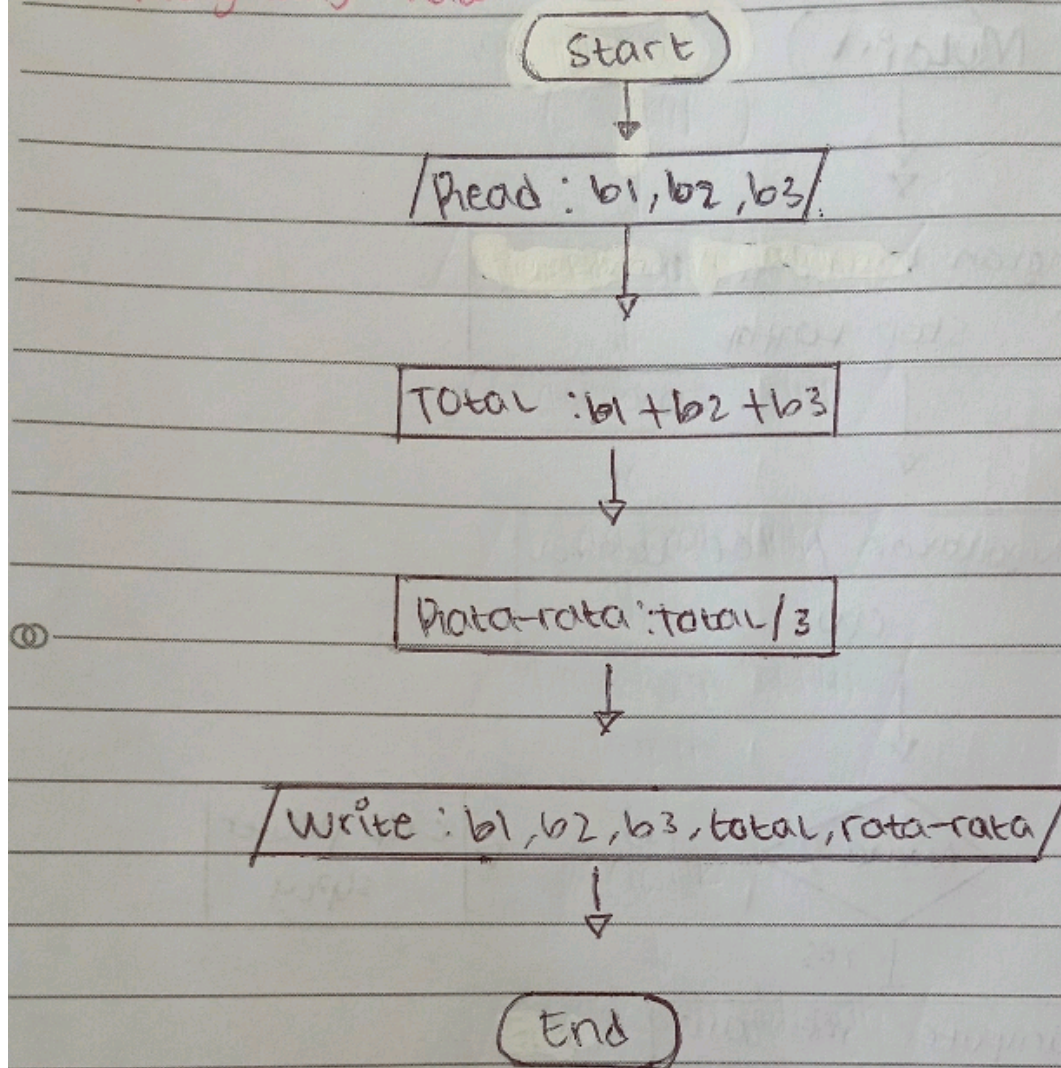
1. Memasak Roti



2. Menggunkan komputer di laboratorium



3. Menghitung rata-rata dari 3 buah bilangan



1.7.2 konversi sistem Bilangan

1.) Desimal = 1980_{10}

Biner = 2 | 1980

2 | 990 0

2 | 495 1

2 | 247 1

2 | 123 1

2 | 61 1

2 | 30 0

2 | 15 1

2 | 7 1

2 | 3 1

2 | 1 1

0

$\Rightarrow 11110111100_2$

Heksadesimal = 16 | 1980 12

16 | 123 11

16 | 7 7

0

$\Rightarrow 7B6_{16}$

Oktal = 8 | 1980 4

8 | 247 7

8 | 30 6

8 | 3 3

0

$\Rightarrow 3674_8$

2.) Biner = 1001001101_2

Desimal : $0 \times 2 + 1 = 1$

$1 \times 2 + 0 = 2$

$2 \times 2 + 0 = 4$

$4 \times 2 + 1 = 9$

$9 \times 2 + 0 = 18$

$18 \times 2 + 0 = 36$

$36 \times 2 + 1 = 73$

$73 \times 2 + 1 = 147$

$147 \times 2 + 0 = 294$

$294 \times 2 + 1 = 589$

$\Rightarrow 589_{10}$

Heksadesimal : 10 | 1000 | 1101

2 4 13

2 4 d

$\Rightarrow 24D_{16}$

Oktal : 1 | 001 | 001 | 101

1 1 1 5

$\Rightarrow 115_8$

3.) Oktal = 760

Biner : 7 6

111 | 110

$\Rightarrow 111110_2$

Desimal : 76

$6 \times 10^0 = 6$

$7 \times 10^1 = \frac{56}{62} +$

$\Rightarrow 62_{10}$

Hexadesimal : 11 | 1110

3 14

$\Rightarrow 3E$

4.) Hexadesimal = 43F16

Biner : 4 3 F

100

0011

1111

$\Rightarrow 1000111111_2$

Oktal : 10 | 000 | 111 | 111

2 0 7 7

$\Rightarrow 2077_8$

Desimal : 43F16

$F \times 16^0 = 15$

$3 \times 16^1 = 48$

$4 \times 16^2 = 1024$

$\frac{1087}{+}$

$\Rightarrow 1087_{10}$