**Sistemi di rappresentazione**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **BIN**2 | | | |  | **DEC**10 | |  | **HEX**16 |
| Bit[3] | Bit[2] | Bit[1] | Bit[0] |  | Cifra[1] | Cifra[0] |  | Cifra[0] |
| **0** | **0** | **0** | **0** |  | - | **0** |  | **0** |
| **0** | **0** | **0** | **1** |  | - | **1** |  | **1** |
| **0** | **0** | **1** | **0** |  | - | **2** |  | **2** |
| **0** | **0** | **1** | **1** |  | - | **3** |  | **3** |
| **0** | **1** | **0** | **0** |  | - | **4** |  | **4** |
| **0** | **1** | **0** | **1** |  | - | **5** |  | **5** |
| **0** | **1** | **1** | **0** |  | - | **6** |  | **6** |
| **0** | **1** | **1** | **1** |  | - | **7** |  | **7** |
| **1** | **0** | **0** | **0** |  | - | **8** |  | **8** |
| **1** | **0** | **0** | **1** |  | - | **9** |  | **9** |
| **1** | **0** | **1** | **0** |  | **1** | **0** |  | **A** |
| **1** | **0** | **1** | **1** |  | **1** | **1** |  | **B** |
| **1** | **1** | **0** | **0** |  | **1** | **2** |  | **C** |
| **1** | **1** | **0** | **1** |  | **1** | **3** |  | **D** |
| **1** | **1** | **1** | **0** |  | **1** | **4** |  | **E** |
| **1** | **1** | **1** | **1** |  | **1** | **5** |  | **F** |

**Sistemi di rappresentazione ed esempi di conversione**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **BIN**2 | | | |  | **DEC**10 | |  | **HEX**16 |
| Bit[3] | Bit[2] | Bit[1] | Bit[0] |  | Cifra[1] | Cifra[0] |  | Cifra[0] |
| **0** | **0** | **0** | **0** |  | - | **0** |  | **0** |
| **0** | **0** | **0** | **1** |  | - | **1** |  | **1** |
| **0** | **0** | **1** | **0** |  | - | **2** |  | **2** |
| **0** | **0** | **1** | **1** |  | - | **3** |  | **3** |
| **0** | **1** | **0** | **0** |  | - | **4** |  | **4** |
| **0** | **1** | **0** | **1** |  | - | **5** |  | **5** |
| **0** | **1** | **1** | **0** |  | - | **6** |  | **6** |
| **0** | **1** | **1** | **1** |  | - | **7** |  | **7** |
| **1** | **0** | **0** | **0** |  | - | **8** |  | **8** |
| **1** | **0** | **0** | **1** |  | - | **9** |  | **9** |
| **1** | **0** | **1** | **0** |  | **1** | **0** |  | **A** |
| **1** | **0** | **1** | **1** |  | **1** | **1** |  | **B** |
| **1** | **1** | **0** | **0** |  | **1** | **2** |  | **C** |
| **1** | **1** | **0** | **1** |  | **1** | **3** |  | **D** |
| **1** | **1** | **1** | **0** |  | **1** | **4** |  | **E** |
| **1** | **1** | **1** | **1** |  | **1** | **5** |  | **F** |

Esempi di conversione bin2 🡪 dec10 🡪 hex16

Es 1: 0 0 1 12 = ?10

Soluzione:0 0 1 1

= 0\*23 + 0\*22 + 1\*21 + 1\*20

= 0 + 0 + 2 + 1 = 310 = 316

Es 2: 1 1 0 12 = ?10

Soluzione:1 1 0 1

= 1\*23 + 1\*22 + 0\*21 + 1\*20

= 8 + 4 + 0 + 1 = 1310 = D16