

REGION 1 ASCII = *

Binario

Decimal

Hexadecimal

101010b

42d

2 Ah

RENGLO 2 ASCII =

Decimal a Hexadecimal

$$(35)_{10} = (23)_{16}$$

Decimal a binario

$$(35)_{10} = (100011)_2$$
$$\begin{array}{r} 2 \\ 116 \overline{) 35} \\ \underline{32} \\ 3 \end{array}$$
$$16 \sqrt[0]{2} = 23$$

$$\begin{array}{r}
 35 \overline{) 2} \\
 \downarrow \quad 17 \overline{) 2} \\
 \uparrow \quad \downarrow \quad 8 \overline{) 2} \\
 \quad \quad \quad 1 \quad \downarrow \quad 4 \overline{) 2} \\
 \quad \quad \quad \quad 0 \quad \downarrow \quad 2 \\
 \quad \quad \quad \quad \quad 0 \quad \downarrow \quad 0 \\
 \quad \quad \quad \quad \quad \quad 0
 \end{array}$$

Impar $\rightarrow 1$
Par $\rightarrow 0$

RENGLO 3 ASCII = 0

Hexadecimal a decimal

$$(30)_{16} = (48)_{10}$$

↓ ↓

Posic: 1 0

$$16^0 = 1 \quad 0 \times 16^0 = 0 \quad | \quad 48 + 0 = 48$$
$$16' = 16 \quad 3 \times 16' = 48$$

Hexadecimal a binario

$$(30)_{10} = (110000)_2$$

1 \rightarrow 0000 \uparrow

→ 0011 | abajo hacia arriba

RENGLO 4 ASCII = @

Binario a decimal

✓ 32168 1 2 1

$$(1000\ 000)_2 = (64)_{10}$$

Posición $\rightarrow 6 \ 5 \ 4 \ 3 \ 2 \ 1 \ 0$

$$2^0 = 1 = (64 \times 1) = 64$$
$$2' = 2$$
$$2^1 = 2$$

Binario a hexadecimal

$$(1000\ 000)_2 = (40)_{10}$$

4 0

Div en blocs de 4

Comparar con tabla Bin-hex

REGLON 5 ASCII = ^

Decimal a hexadecimal

$$(94)_{10} = (5E)_{16}$$

$$\begin{array}{r} 5 \\ 16 \overline{) 94} \\ \underline{80} \\ 14 \end{array} \quad \begin{array}{r} 0 \\ 16 \overline{) 5} \\ \underline{0} \\ 5 \end{array} = 5E$$

Decimal a binario

$$(94)_{10} = (1011110)_{2}$$

$$\begin{array}{r} 94 \div 2 \\ \downarrow \\ 0 \\ 47 \div 2 \\ \downarrow \\ 1 \\ 23 \div 2 \\ \downarrow \\ 1 \\ 11 \div 2 \\ \downarrow \\ 1 \\ 5 \div 2 \\ \downarrow \\ 1 \\ 2 \div 2 \\ \downarrow \\ 1 \\ 1 \div 2 \\ \downarrow \\ 0 \\ 0 \div 2 \\ \downarrow \\ 0 \end{array}$$

Impar = 1
Par = 0

REGLON 6 ASCII = m

Binario	Decimal	Hexadecimal
1101101b	109d	6Dh

REGLON 7 ASCII = -

Binario a decimal

$$(1011111)_{2} = (95)_{10}$$

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$$64 + 16 + 8 + 4 + 2 + 1 = 95$$

posicion $2^0 = 1$ $(64 + 16 + 8 + 4 + 2 + 1) = 95$

$$2^1 = 2$$

$$2^2 = 4$$

Binario a Hexadecimal

$$(1011111)_{2} = (5F)_{16}$$

$$\begin{array}{c} 1 \\ 5 \end{array} \quad \begin{array}{c} 1 \\ F \end{array}$$

Div en bloques de 4

Comparar con tabla bin-Hex

* Cuando hay 1 se multiplica $2^{(posicion)}$

REGLON 8 ASCII = espacio

Decimal a hexadecimal

$$(32)_{10} = (20)_{16}$$

$$\begin{array}{r} 2 \\ 16 \overline{) 32} \\ \underline{32} \\ 0 \end{array} \quad \begin{array}{r} 0 \\ 16 \overline{) 2} \\ \underline{0} \\ 2 \end{array} = 20$$

Decimal a binario

$$(32)_{10} = (100000)_{2}$$

$$\begin{array}{r} 32 \div 2 \\ \downarrow \\ 0 \\ 16 \div 2 \\ \downarrow \\ 0 \\ 8 \div 2 \\ \downarrow \\ 0 \\ 4 \div 2 \\ \downarrow \\ 0 \\ 2 \div 2 \\ \downarrow \\ 0 \\ 1 \div 2 \\ \downarrow \\ 0 \end{array}$$

Impar = 1
Par = 0

REGLON 9 ASCII = CR (retorno de carro)

Hexadecimal a decimal

$$(D)_{16} = (13)_{10}$$

↓

Posición 0

$$16^0 = 1 \quad 13 \times 10^0 = 13$$

Hexadecimal a binario

$$(D)_{16} = (1101)_2$$

↪ 1101 ↑ abajo hacia arriba

REGLON 10 ASCII = ETX = (fin de texto)

Binario a decimal

$$(11)_2 = (3)_{10}$$

↓↓

Posición 0

$$(2 + 1) = 3$$

$$2^0 = 1$$

$$2^1 = 2$$

Binario a hexadecimal

$$(11)_2 = (03)_{16}$$

$$\underbrace{0000}_0 \quad \underbrace{0011}_3$$

Div en bloques de 4

Comparar con tabla Bin-hex

* Cuando hay 1 se multiplica
por 2 (posición)