Binary to base 10

- 1.0b1010 = 10
- 2.0b0011 = 3

Binary to hexadecimal

- 1. 0b1010 = 0xA
- 2.0b0011 = 0xB

Hexadecimal to base 10

- 1. 0xa1 = 161
- 2.0xff = 255

Base 10 to binary

- 1.8 = 0b1000
- 2.24 = 0b11000
- 3.255 = 0b11111111

Base 10 to ASCII

- 1. 65 = A
- 2.66 = B
- 3.97 = a
- 4.98 = b

Hexadecimal to ASCII

- 1. 0x41 = A
- 2.0x42 = B
- 3.0x61 = a
- 4.0x62 = b

Binary to ASCII

- 1. 0b01000001 = A
- 2.0b01000010 = B
- 3. 0b01100001 = a
- 4. 0b01100010 = b