

- What are two ways of representing zero in 1's complement form?
- **Zero is represented in 1's complement as all 0's (for +0) or all 1's (for -0).**
- How is zero represented in 2's complement form?
- **Zero is represented by all 0's only in 2's complement.**
- Determine the 1's complement of binary number:

10101010

- Determine the 2's complement of each binary number using either method:

1001

- **Take 1's complement and add 1 $0110 + 1 = 0111$**
- Express each decimal number in binary as an 8-bit sign-magnitude number:

(a) +29

Magnitude of 29 = 0011101
+ 29 = 00011101

(b) -85

Magnitude of 85 = 1010101
-85 = 11010101

- Express each decimal number as an 8-bit number in the 2's complement form:

(a) -68

Magnitude of 68 = 1000100
-68 = 10111100

(b) +101

Magnitude of 10110 = 1100101
+10110 = 0110010

- Determine the decimal value of each signed binary number in the 2's complement form:

(a) 10011001

$10011001 = -(1100111) = -103$

(b) 01110100

$01110100 = +(1110100) = +116$

- Determine the values of the following single-precision floating-point numbers:

(a) 1 10000001 010010011100010000000000

11000000101001001110001000000000

Sign = 1

Exponent = 10000001 = $129 - 127 = 2$

Mantissa = $1.01001001110001 \times 22 = 101.001001110001$

$-101.001001110001 = -5.15258789$

(b) 0 11001100 100001111101001000000000

01100110010000111110100100000000

Sign = 0

Exponent = 11001100 = $204 - 127 = 77$

Mantissa = 1.100001111101001

$1.100001111101001 \times 277$

- Perform each addition in the 2's complement form

(a) 10001100 + 00111001

10001100
+ 00111001

11000101

(b) 11011001 + 11100111

11011001
+ 11100111

11000000

- Multiply 01101010 by 11110001 in the 2's complement form.

01101010

× 00001111

01101010

01101010

100111110

01101010

1011100110

01101010

11000110110

Changing to 2's complement with sign: 100111001010

- **Convert each of the BCD numbers to decimal:**

(a) 00011001

0001 1001 = 19

(b) 00110010

0011 0010 = 32

- **Convert each Gray code to binary:**

(a) 1010

**1 0 1 0 Gray
1 1 0 0 Binary**

(b) 00010

**0 0 0 1 0 Gray
1 1 0 0 Binary**

(c) 11000010001

**1 1 0 0 0 0 1 0 0 0 1 Gray
1 0 0 0 0 0 1 1 1 1 0 Binary**

- **Convert each of the following decimal numbers to ASCII. Refer to Table 2–7.**

(a) 1

1 → 00110001

(b) 3

3 → 00110011

(c) 6

6 → 00110110

(d) 10

10 → 0011000100110000

(e) 18

18 → 0011000100111000

(f) 29

29 → 0011001000111001

(g) 56

56 → 0011010100110110

(h) 75

75 → 0011011100110101

(i) 107

107 → 001100010011000000110111

- **Determine each ASCII character. Refer to Table 2–7.**

(a) 0011000

0011000 → CAN

(b) 1001010

1001010 → J

- **Determine which of the following even parity codes are in error:**

(b) 011101010

Code (b) 011101010 has five 1s, so it is in error

- **Attach the proper even parity bit to each of the following bytes of data:**

(a) 10100100

1 10100100

(b) 00001001

0 00001001

(c) 11111110

1 11111110