**Convert the following numbers from base 10 into base 2**

127 \_\_\_\_\_\_\_\_\_

13 \_\_\_\_\_\_\_\_\_

64 \_\_\_\_\_\_\_\_\_

7 \_\_\_\_\_\_\_\_\_

75 \_\_\_\_\_\_\_\_\_

99 \_\_\_\_\_\_\_\_\_

128 \_\_\_\_\_\_\_\_\_

255 \_\_\_\_\_\_\_\_\_

**Convert from base 2 to base 10**

1110 0001 \_\_\_\_\_\_\_\_\_

0001 0101 \_\_\_\_\_\_\_\_\_

0101 1000 \_\_\_\_\_\_\_\_\_

0010 1111 \_\_\_\_\_\_\_\_\_

1001 0100 \_\_\_\_\_\_\_\_\_

0001 1111 \_\_\_\_\_\_\_\_\_

0000 1000 \_\_\_\_\_\_\_\_\_

0010 1001 \_\_\_\_\_\_\_\_\_

**Google search the term “ASCII Table” and find the table that you saw in the video last week. Use the table to fill in the following blanks:**

|  |  |  |
| --- | --- | --- |
| **Character** | **Decimal Number** | **Binary Number** |
| A | 65 |  |
|  | 97 | 1100001 |
|  |  | 110000 |
| m |  |  |

**Label the method below with the following terms:**

1. method name
2. parameters
3. return type
4. body

void recursiveCircle(int x, int y, int size)

{

if(size>2)

{

ellipse(x,y,size,size);

recursiveCircle(x-s/2,y,s/2);

}

}