## Introduction to Programming

- => Before starting programming, we have to understand why we need programming
- In around the starting, we don't know how to counts the things.
- = Sui it inv to encounter the problem of counting, we invented number system
- =) The first number system is Base 60 number system developed by Egypt.
- Hat developed by India.
- Due to chances of erron while dealing with lange amount of values, we need a machine that can do it fastly and efficiently with very high accuracy.
- = So, to solve this problem. Scientist developed <u>Computer</u> ( To calculate.)
- Firstly developed computers are
  Mechanical Computers.

		PO Date 18 Sep 2023 00 00 Page 03
		Date
		Dias la Desimal' 1011001
	=)	Binary to Decimal:
		(110101)2 -1 (?)10
	=1	$2^{5}$ X 1 + $2^{4}$ X 1 + $2^{3}$ X 0 + $2^{2}$ X 1 + $2^{2}$ X 0 +
	7	20 x 1 10 x 1 10 x 10 x 10 x 10 x 10 x 1
nos	7	32 + 16 + 4 + 1
	-	* Horn Decimal Mumber Systems
		Home wank
	=)	$(37)_{10} = (100101)_{2}$ $(92)_{10}$ $(128)_{10}$ $(128)_{10}$ $(128)_{10}$ $(128)_{10}$
1		2 37 Rem 2 92 Rom 2 128 Rem 2 18 1 2 46 0 2 64 0
1		
0		2 4 1 2 11 1 2 16 0
		2 2 0 1 2 5 1 2 8 0
		1 0 2 2 1 2 4 0
	=)	$(1011)_2$ $(92)_{10} = (1011100)_2$ 2 1 0
	=)	$1 \times 2 + 0 \times 2 + 1 \times 2 + 1 \times 2$
)2	2	$8 + 0 + 2 + 1$ (128) $\omega = (100000000)$
	# #	(11) <sub>10</sub> (111001) <sub>2</sub> 3
	=)	$(x^{2} + (x^{2} + ($
	3	32+16+8+.0+0+1
	21	(57)10
		c coh

	Date 18 Sep 2023 700 756 21 Page 04
<del> </del>   <del> </del>   <del> </del>   <del> </del>     <del> </del>	100 11011 1x2 + 0x2 + 0x2 + 1x2 + 1x2 + 0x2 + 1x2 + 1x2 0 128 + 0 + 0 + 16 + 8 + 0 + 2 + 2 (255) 10 Octa Number System: £ 0, 1, 2, 3, 4, 5, 6, 73
*	Hoxa Decimal Number System: & O. 1. 2.3. 4. S. 6. 7. 8.90 A. B. C. D. E. F.}
Max 0 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	3 0 404
7	In Every 2 years the capacity of transister will double.
	Binary — Pragn.  Assemble 23+78  Ien — 23 78

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