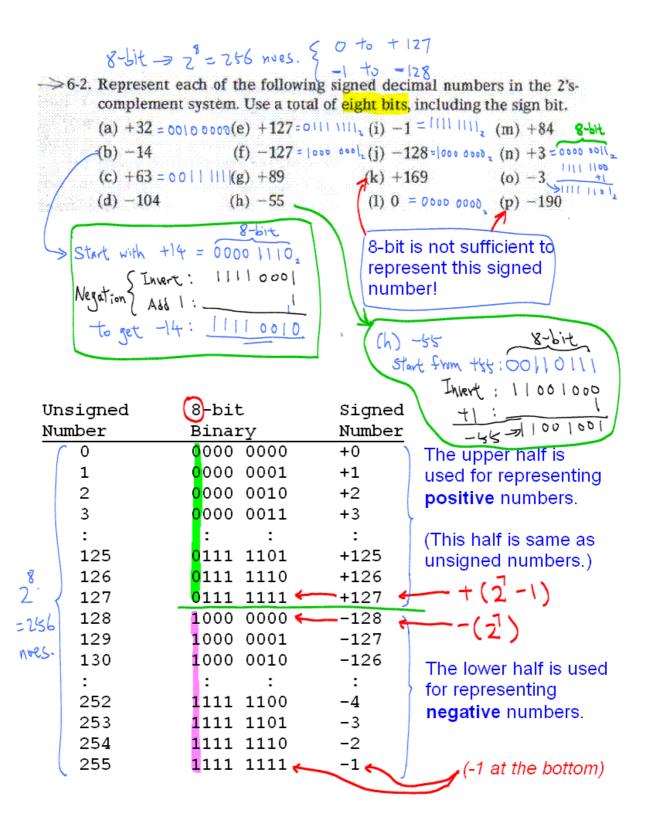
6-1. Add the following in binary. Check your results by doing the addition in decimal.



## (Signed numbers which are positive have same values as their unsigned number equivalent.)

→ 6-3. Each of the following numbers represents a signed decimal number in the 2's-complement system. Determine the decimal value in each case. (Hint: Use negation to convert negative numbers to positive.) (f)  $10000000 \rightarrow Pattern for: biggest -ve <math>(-2 = -128)$ (a) 01101 (b) 11101 (g) 11111111 → Pattern for: -Which of (c) 01111011 (h) 10000001 them are negative? (d) 10011001 (i) 01100011 (j) 11011001 (e) 01111111 Pattern for: biggest +ve (+27-1 = +127) 

6-7. What is the range of unsigned decimal values that can be represented in 10 bits? What is the range of signed decimal values using the same number of bits?

ie min. to max.

imber of bits?

$$10 - bit \Rightarrow 2 = 1024 \text{ noes.} \Rightarrow 512 + ve$$

For unsigned too signed noes noes.

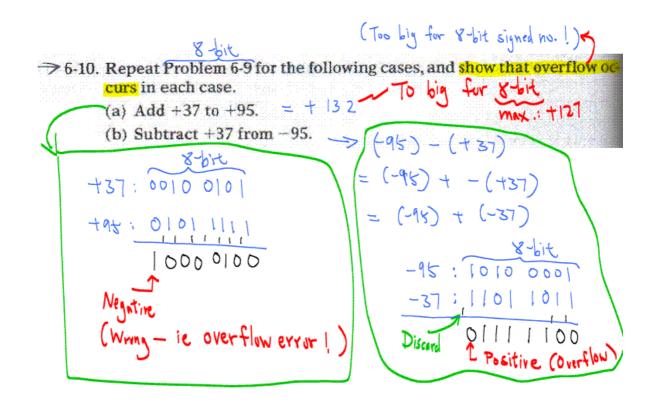
Unsighed no. range: 0 to 1023

Signed no. range: +ve: 0 to +511 }  $ve$ 

(ie. -512 to +511)

## (Subtracting a number is same as adding its negated version, i.e. : $\mathbf{A} - \mathbf{B} = \mathbf{A} + -\mathbf{B}$ )

```
→ 6-9. Perform the following operations in the 2's-complement system. Use
         eight bits (including the sign bit) for each number. Check your results
         by converting the binary result back to decimal.
         (a) Add +9 to +6.
                             (f) Subtract +21 from -13.
         (b) Add +14 to -17.
                                    (g) Subtract +47 from +47.
         (c) Add +19 to -24.
                                    (h) Subtract -36 from -15.
        (d) Add -48 to -80.
                                  (i) Add +17 to −17.
         (e) Subtract +16 from +17. (j) Subtract -17 from -17.
      Start from +48: 00110000
Invert: 11001111
To get -80:
  (e) (+17) - (+16)
       Negate for +16:
         +16 - 00010000
         Invert: [110][[
```



Additional Problem - Design a logic circuit to detect overflow error.

