

1.1 Conversions

a. (i) $0b10001110 \rightarrow \text{decimal} \rightarrow (0 \cdot 2^0) + (1 \cdot 2^1) + (1 \cdot 2^2) + (1 \cdot 2^3) + (0 \cdot 2^4) + (0 \cdot 2^5) + (0 \cdot 2^6) + (1 \cdot 2^7) = \mathbf{142}$

$0b10001110 \rightarrow \text{hexadecimal} \rightarrow (1000 = 8) + (1110 = E) \rightarrow \mathbf{8E}$

(ii) $0xC3BA \rightarrow \text{decimal} \rightarrow A = 10$

$B = 11$

$C = 12$

$$(A \cdot 16^0) + (B \cdot 16^1) + (3 \cdot 16^2) + (C \cdot 16^3) = \mathbf{50106}$$

$0xC3BA \rightarrow \text{binary} \rightarrow A = 1010$

$B = 1011$

$C = 1100$

$3 = 0011$

$$1100\ 0011\ 1011\ 1010 \rightarrow \mathbf{110001110111010}$$

(iii) $81 \rightarrow \text{binary} \rightarrow 64 + 16 + 1$

$26 + 24 + 20 = \mathbf{0b1010001}$

$81 \rightarrow \text{hexadecimal} \rightarrow 0101\ 0001 = 51$

(iv) $0b100100100 \rightarrow \text{decimal} \rightarrow (1 \cdot 2^2) + (1 \cdot 2^5) + (1 \cdot 2^8) = \mathbf{292}$

$0b100100100 \rightarrow \text{hexadecimal} \rightarrow 0001\ 0010\ 0100 \rightarrow \mathbf{124}$

(v) $0xBCA1 \rightarrow \text{decimal} \rightarrow A = 10$

$B = 11$

$C = 12$

$$(1 \cdot 16^0) + (A \cdot 16^1) + (C \cdot 16^2) + (B \cdot 16^3) = 1 + 160 +$$

$$3072 + 45056 = \mathbf{48289}$$

$0xBCA1 \rightarrow \text{binary} \rightarrow A = 1010$

$B = 1011$

$C = 1100$

$1 = 0001$

$$BCA1 = 1011\ 1100\ 1010\ 0001 \rightarrow \mathbf{1011110010100001}$$

(vi) $0 \rightarrow \text{binary} \rightarrow 0 \cdot 2^0 = \mathbf{0}$

$0 \rightarrow \text{hexadecimal} \rightarrow 0000 = \mathbf{0}$

(vii) 42 \rightarrow binary \rightarrow

$$42/2 = 21 \text{ Remainder } 0$$

$$21/2 = 10 \text{ Remainder } 1$$

$$10/2 = 5 \text{ Remainder } 0$$

$$5/2 = 2 \text{ Remainder } 1$$

$$2/2 = 1 \text{ Remainder } 0$$

$$1/2 = 0 \text{ Remainder } 1$$

$$42 \rightarrow 0b101010$$

$$42 \rightarrow \text{hexadecimal} \rightarrow 0010\ 1010 \rightarrow \mathbf{2A}$$

(viii) 0xBAC4 \rightarrow binary \rightarrow A = 1010

$$B = 1011$$

$$C = 1100$$

$$1011\ 1010\ 1100\ 0100 \rightarrow \mathbf{1011101011000100}$$

$$(4 \cdot 16^0) + (12 \cdot 16^1) + (10 \cdot 16^2) + (11 \cdot 16^3) = \mathbf{47812}$$

b.

$$\begin{aligned} 2^{14} &= (2^{10}) \cdot (2^4) \rightarrow (\text{Ki}) \cdot (2^4) \rightarrow \mathbf{16Ki} \\ 2^{43} &= (2^{40}) \cdot (2^3) \rightarrow (\text{Ti}) \cdot (2^3) \rightarrow \mathbf{8Ti} \\ 2^{23} &= (2^{20}) \cdot (2^3) \rightarrow (\text{Mi}) \cdot (2^3) \rightarrow \mathbf{8Mi} \\ 2^{58} &= (2^{50}) \cdot (2^8) \rightarrow (\text{Pi}) \cdot (2^8) \rightarrow \mathbf{256Pi} \\ 2^{64} &= (2^{60}) \cdot (2^4) \rightarrow (\text{Ei}) \cdot (2^4) \rightarrow \mathbf{16Ei} \\ 2^{42} &= (2^{40}) \cdot (2^2) \rightarrow (\text{Ti}) \cdot (2^2) \rightarrow \mathbf{4Ti} \end{aligned}$$

c.

$$\begin{aligned} 2\text{Ki} &= (2^1) \cdot (2^{10}) \rightarrow \mathbf{2^{11}} \\ 512\text{Pi} &= (2^9) \cdot (2^{50}) \rightarrow \mathbf{2^{59}} \\ 256\text{Ki} &= (2^8) \cdot (2^{10}) \rightarrow \mathbf{2^{18}} \\ 32\text{Gi} &= (2^5) \cdot (2^{30}) \rightarrow \mathbf{2^{35}} \\ 64\text{Mi} &= (2^6) \cdot (2^{20}) \rightarrow \mathbf{2^{26}} \\ 8\text{Ei} &= (2^3) \cdot (2^{60}) \rightarrow \mathbf{2^{63}} \end{aligned}$$

2.2 Exercises

1. Largest 8-bit number is 11111111 \rightarrow 255, 11111111 + 1 = 100000000 \rightarrow 256

2. 0 is 00000000

3 is 00000011 $\rightarrow (1 \cdot 2^0) + (1 \cdot 2^1)$

-3 is two's complement of 3 \rightarrow 00000011 \rightarrow two's complement \rightarrow

11111101

1010110

3. 42 is 0101010 $\rightarrow (1 \cdot 2^1) + (1 \cdot 2^4) + (1 \cdot 2^5)$
-42 is two's complement of 42 \rightarrow 0101010 \rightarrow two's complement \rightarrow

4. Largest integer that can be represented by an 8-bit number is 255.
Largest number that can be represented with 2's complement is 127.

5. 42 is 0101010, 42 in two's complement \rightarrow 1010110
 $0101010 + 1010110 = 0$

6.

3.1 Exercises

1. Since the variable can only take 3 values:
 $\log_2 3 = 2$ bits.
2. TiB = 2^{40} ; 2 TiB = $2 \cdot 2^{40} = 2^{41}$ bytes.
so the dress needs to be 41 bits long.
3. If the variable can only take one value;
Then we only need 1 bit to represent it.