

1)

$$+18 \rightarrow \begin{matrix} 16 & 8 & 4 & 2 & 1 \\ 0 & 0 & 0 & 1 & 0 & 0 & 1 & 0 \end{matrix}$$

$$-29 \rightarrow \begin{matrix} 16 & 8 & 4 & 2 & 1 \\ 1 & 0 & 0 & 1 & 1 & 1 & 0 & 1 \end{matrix}$$

altında duran 0 & 1 göre  
 (+) ya da (-) olduğun anlayacağız.

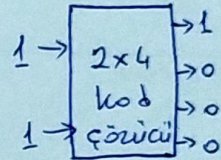
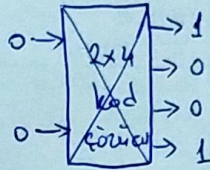
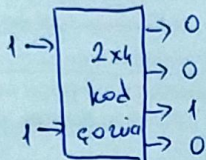
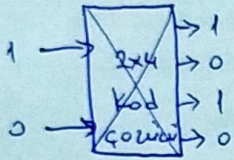
2)

$$10011011$$

a) 0100 1101 (sağa doğru)

b) 0011 0110 (sola doğru)

3) ☒ işaretlediğim k.ç olamaz.



4) 3 bitli bir yazmaç derresini, D FF, yarım toplayıcılar, kapı ve evirgeçler