

1- Base conversion

$$\begin{aligned} \text{a) } 101100101_2 &= 1 \times 256 + 1 \times 64 + 1 \times 32 + 1 \times 4 + 1 \times 1 \\ &= 256 + 64 + 32 + 4 + 1 \\ &= \underline{\underline{357}} \end{aligned}$$

$$\text{b) } \underbrace{101}_5 \underbrace{11010}_D \underbrace{111}_7 \underbrace{1010}_A_2 \Rightarrow 5D7A$$

$$\text{c) } \underbrace{10111}_5 \underbrace{0101}_6 \underbrace{111}_5 \underbrace{010}_7 \underbrace{1010}_2_2 = 56572$$

$$\text{d) } 593_{10} = 1001010001$$

$$\text{e) } 6527_{10} = 14572$$

$$\text{f) } 18107_{10} = 46BB$$

$$\begin{aligned} \text{g) } 365_8 &= 1110101 \\ \downarrow \downarrow \downarrow \\ 1110101 \end{aligned}$$

$$\text{h) } 5022_8 = 2578$$

$$i) 467_8 = 137$$

~~$$ii) D7A = 13 \times 16^2 + 7 \times 16^1 + 10 \times 16^0$$

$$\downarrow \quad \downarrow \quad \downarrow$$

$$= 3450$$~~

$$ii) D7A = 11010111010$$

$\downarrow \quad \downarrow \quad \downarrow$
 $1101 \quad 011 \quad 1010$

$$ii) E49F_{16} = 58527$$

$$\begin{aligned}
 c) 362_{17} &= 3 \times 17^2 + 16 \times 17^1 + 2 \times 17^0 \\
 &= 867 + 272 + 2 \\
 &= 1141
 \end{aligned}$$

2) The two's complement of 68 is:

8 bits: 10111100

16 bits: 1111111110111100

32 bits: 11111111 11111111 11111111 101111 00

64 bits: 11111111 11111111 11111111 11111111
11111111 11111111 11111111 10111100

3^o) The two's complement of -11

8bits: 11110101

16 bits: 11111111 11110101

32 bits: 11111111 11111111 11111111 11111111

64 bits: 11111111 11111111 11111111 11111111
11111111 11111111 11111111 11111111

4) ?

5-) Yes it is possible to play console or mobile games on PC. Since these are just programs written in low level programming languages like C that is translated into binary code that the computer understands.