Wook	1	Exercises
AAGGV	1	TYETCISES.

- 2. (100 points) Convert the following values using what we have learned about binary (base 2) and hexadecimal (base 16). Show your work for each.
 - a. a.[25] Convert the base 10 number 81 to base 2.
 - b. b.[25] Convert the base 2 number 1110111 to base 10.
 - c. c.[25] AC99C1 represents a hex code for a very nice shade of lilac in base 16. Underline and identify which portions of the hex code correspond to the R, G, B (red, green, blue) values. Convert the R, G, and B values to base 10 and label each.
 - d. d.[25] 226, 143, 173 represents the base 10 R, G, B values for a lovely shade of coral. Convert each value individually to base 16. Place each value next to each other in order with no spaces to form a hex code. Underline and identify the R, G, and B values inside.

with no spaces to form a n	, - , - , - , - , - , - , - , - ,
a) 81=1010001 311 -69	128 64 32 16 8 4 2 1 64
b) 1110111=119 -69	64 72 16 4 2 1 119
16 16 A. C.	C) A C 99 C R = 172 R G: B G = 153
12/16-160	B=193
16 1	16[226 141 of 2 R = E2 -16 8 (0+15 G = 8F 166 10 r of 13 B = AD
99 = 144	10=A d) E28FAD
$9.1 = \pm 9$ 161 $C1$	Page 2 of 5
12016=192	

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Solve the following problems. If necessary, include code, images, or scanned drawings to support your answer. Submit your solutions as a pdf. Attach Java source files as needed.

Question:	1	2	3	4	5	Total
Points:	100	100	100	100	100	500
Score:						

Week 1 Exercises: Model of a Computer Overview

1. (100 points) How does programming a computer differ from using a computer program?

programming a computer, you tell the computer what he task is and how to operate the task while running a program is using it to complete the task.