### **Hexadecimal Representations**

L.	Convert the following 32-bit binary patterns to octal and hexadecimal representation. (See note: Bits and Bit Patterns)
	(a) 01110010 11110101 00111101 00001001
	(b) 10100010 11011111 11101001 00111000
	(c) 01101110 10001111 10101101 01010010
	(d) 01011001 11001110 00110111 10001101
	(e) 10110001 11011001 11110101 01100100
	(f) 01011101 10001110 00101111 10100011

## Character Representations

2.	Convert the following bits to ASCII (8 bit) with Bit Patterns)	) characters. (See note: Representing Characters
	(a) 01001000 01100101 01101100 01101100	01101111 00100001
	(b) 01000011 01001101 01010011 00110010	00110011 00110000
	(c) 01000110 01100001 01101100 01101100	00110001 00111000
	(d) 01010010 01101111 00100001 00100001 (	01101001 01101110 01110011
	(e) 01000011 00110000 01101100 01101100 0	01100101 01100111 01100101
	(f) 01010100 00110100 01110010 01110011	
3. Convert the following strings to a sequence of bytes. (Recall that in C, strings are really just an array of characters, terminated by the null character.) Give your answer in hex notation. (See note: Representing Characters with Bit Patterns)		
	(a) "Ab12"	(d) "U(9)"
	(b) "4% hH"	(e) "\$_mY"
	( ) u Waan	(0) 1100 011

## Other Base Systems

4. Convert the following quantities to their base-10 (decimal) representation $Representation$ )		-10 (decimal) representations. (See note: $Number$
	(a) 102 <sub>3</sub>	(d) 515 <sub>6</sub>
	(b) 41 <sub>5</sub>	(e) 111 <sub>4</sub>
	(c) 62 <sub>8</sub>	(f) 614 <sub>7</sub>
5.	Convert the following decimal values to the substitute of the subs	pecified base system. (See note: Binary and Hex
	(a) 342 to base 3	(d) 5023 to base 6
	(b) 189 to base 4	(e) 4782 to base 7
	(c) 1229 to base 5	(f) 7612 to base 9

### Unsigned Integer Representation

6.	Convert the following 8-bit patterns to posit sentation)	ive decimal numbers. (See note: Number Repre-
	(a) 00001001	(d) 10000101
	(b) 00111000	(e) 01100100
	(c) 01010010	(f) 110011111
7.	Convert the following positive decimal number and Hex Integer Representation)	pers to 8-bit binary numbers. (See note: Binary
	(a) 18	(d) 108
	(b) 25	(e) 243
	(c) 63	(f) 175

# Signed Integer Representation

(a)	-29	(d) -15
(b)	-86	(e) -105
(c)	-63	(f) -71
		terns to signed decimal numbers. Assume these patterns use see note: Binary Addition and Two's Complement)
(a)	10001011	(d) 10011101
. ,		
	10111000	(e) 10001111
(b)		(e) 10001111 (f) 10010011
(b) (c)	10101011orm the following 2's con	
(b) (c) Performance	10101011orm the following 2's con	plement additions. Give the end result (in binary format) a
(b) (c) Performance	10101011  orm the following 2's cone whether or not an overflection of the control of th	plement additions. Give the end result (in binary format) as we occurs. (See note: Binary Addition and Two's Complement (d) 1101 0111

11.	Convert the following decimal values to IEEE-754 single precision (32-bit) floating point for	nat.
	(See note: Floating Point Representation)	

	(b) 3.375	
	(c) 6.75	
	(d) 27.0	
	(e) -12.5	
	(f) -14.875	_
12.	Convert the following patterns to a decimal value, assuming they are IE (32-bit) floating point format. (See note: Floating Point Representation	U .
	(a) 01000001 10101100 00000000 00000000	
	(b) 01000000 11101100 00000000 00000000	
	(c) 01000001 011111100 00000000 00000000	
	(d) 01000001 01100000 00000000 00000000	
	(e) 11000001 111111100 00000000 00000000	
	(f) 11000001 11101110 00000000 00000000	