

CS 273 HW 1

1) b) 123_{10} to binary

123	1
61	1
30	0
15	1
7	1
3	1
1	1

1111011

64 32 16 8 2 1

✓ 96 112 120 122 123 ✓

c) 1000_{10} to binary

1000	0
500	0
250	0
125	1
62	0
31	1
15	1
7	1
3	1
1	1

111101000

512 256 128 64 32 8

✓ 768 896 960 992 1000 ✓

2) b) 1000001 to decimal

64 32 16 8 4 2 1

64 + 1

65

d) 1010 to decimal

8 4 2 1

8 + 2

10

3) 1000001 to hexadecimal

0100 0001

41

1010 to hexadecimal

a

4) e) FFFFH to binary & decimal

1111 1111 1111 1111

32768 8192 2048 512 128 32 16 4 2 1

16384 4096 1024 256 64 16 4 2 1

8421

64512

65535

512

256

128

65408

13

65408

64

32

16

8

4

2

1

+

65535

1

2141

32768

16384

8192

4096

2048

1024

64512

5) 123_{10} to hexadecimal

0111 1011
7b

1000_{10} to hexadecimal

0011 1110 1000
 3 E 8 3E8

6) a) $0x35$

0011 0101
 1100 1010 $1s$
 + 11001011 $2s$

b) 35
 17
 8
 4
 2
 1

1
 1
 0
 0
 0
 1

0010 0011
 1101 1100 $1s$
 + 1101 1101 $2s$

c) 035

$$3 \times 8 + 5 = 29$$

29		0001101	
14		11100010	1s
7		+	1
3		<u>11100011</u> 2s	
1			

d) 0b10001111

0110000 1s

+	1
<u>01110001</u> 2s	

7) 0x9C hexadecimal

ASCII: Æ (latin symbol grapheme)

binary: 10011100
 unsigned decimal: 156
 signed decimal: -100

2
128
16
8
+
4
156

10011100
01100011
+
1
01100100

164
32
+
4
100