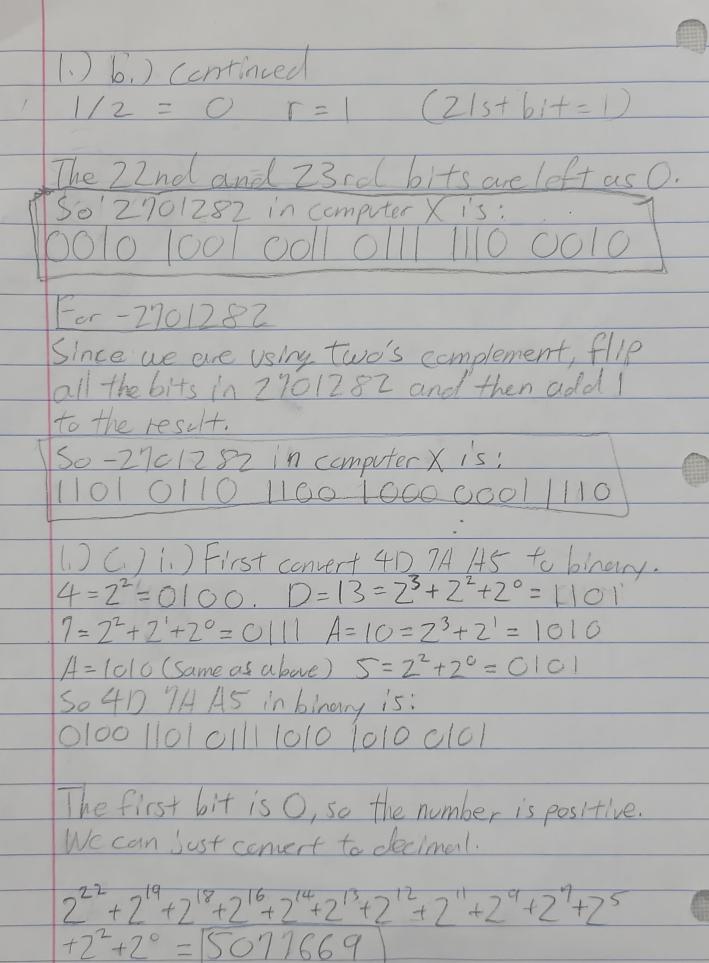
lommy CS 255 HW2: Number Systems Skoolje (1) a.) Since we are using pinary, number of bits. We have $3 \times 8 = 24$ bits, so we can store 2.4 parterns per integer. 6) For 2701282: 2701282/2 = 135664/ remainder (). (Othbit=0) 1350641/2 = 675320 remainder (. (1s+6;+=1) 675320/2 = 337660 r=0 (2nd bit =0) 337660/2 = 168830 r=0 (3rd bit=0 168830/2 = 84415 r=0 (4th bit =0) 84415/2=42207 r=1 (5th bit=1) 42201/2 = 21103 r=1 (6th bit =1 r=1 (7th bit=1 21/03/2 = 10551 10551/2=5275 r=1 (8+h bH=1) 15275/2 = 2637 r=1 (9+h bH=1) 12637/2 = 1318 r=1 (10th bit=1) 1 13 18/2 = 659 r=0 (11th bit=a) 654/2 = 329 (12 th bit =1 r = 1 (13 th bit=1 1329/2 = 164 164/2 = 82 r=0 (14th bit=0 1=0 (15 th bit =0 182/2 = 41 [= 1 (16 th bit= 1 141/2 = 20 1=0 (17th bH=0 120/2 = 10 r=0 (18th bit=0) 5 1015 = (19th bit=1) r= | 15/2 = 2 (Zeth bit = C) 1=0 12/2 =

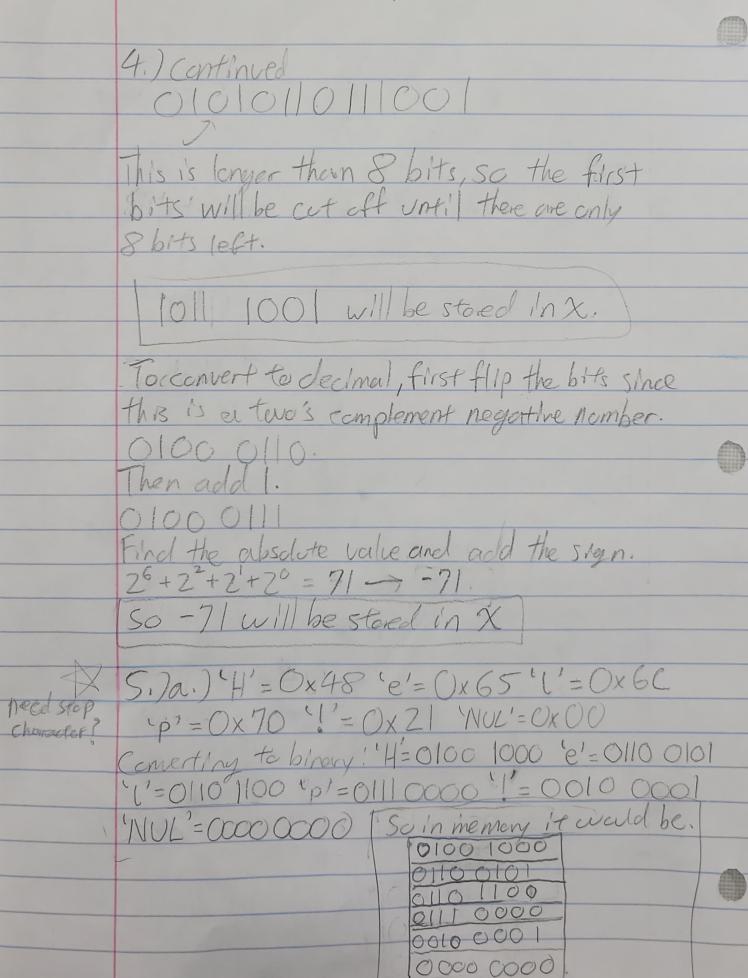
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(1) (1) FD 60 78 Convert to binary. F=15=23+22+2+20=111 D=13=23+22+20=1101 6=22+2'=0110 0=0000 7=Z2+2'+2'=011) 8=23=1000 SOFD 60.78 in bloomy is: 1111 11010110000000111111000 The number starts with a l, so it is negative. To comert it to decimen, flip the bits and add . 0000 0010 1001 1111 1000 0111 00000010 1001 1111 1000 1000 New compute the expolete value. 2"+2"+2"+2"+2"+2"+2"+2"+2"+23 Add the sign -171912 1.) O.) We already computed the values in bring. Adding them: 0/00/1/01/01/10/01/010 0101 + 1111 1101 0110 0000 0111 1000 0001 0100 1010 1101 0001 1101 Continued on the next page.

P94 continued 1) d) 0000 000 | 0100 1010 101 101 000 1101 OI 4A DB ID Comerting this to decimal: 1x166+4x165+10x164+13x163+11x162+1x167+13x160 = 21682973 ×2.200 1001101 +0111001 Z.)b.) 2.) c.) For Let the result is 8 bits = 1 byte so a [char] is the minimum doutertype that call hold the value. For 26 the result is of bits > 1 byte so a Short is the minimum dutatype that can store the result.

2x3=6=1x5+1x50 4302 9= 1x5 + 4x5° x 2432 13=2×5+3×5° 23 8=1x5'+3x5° 14104 13 12=2×5'+2×5° 123234014 22 10=2x540x5° 14=Zx5"+4x50 74 4) (in ASCII is Ox43 in hex. 'S' in ASCII is Ox 53 in hex Converting them to binery we get "C'=0100 0011. 'S'=0101 0011 0100001 Muttiplying them: x010 0011 1010010011 01000011 01000011 01010110111001 continued on next page



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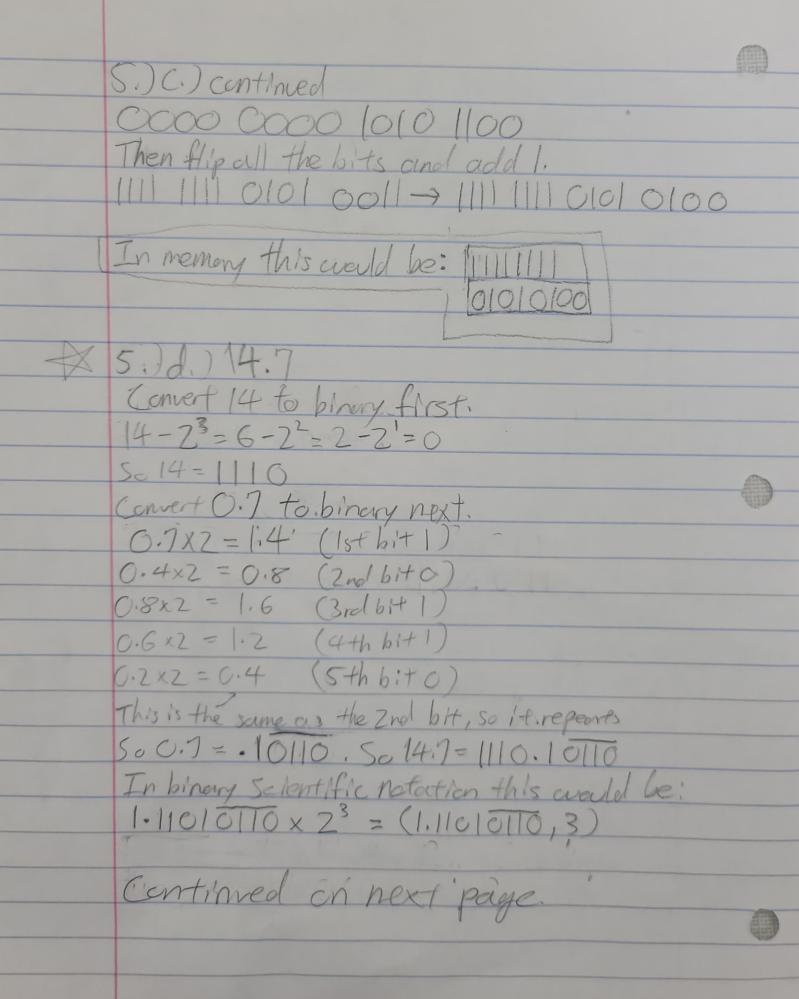
5.7 6.) AEDG in bloomy is:

Memory groups the numbers into 8-bit bytes so in memory this would be:

100110

5.) C.) To convert - 172 to two's ecomplement, first caleclate 172 in binery. 172/2=86 rem = 0 (oth bit=0) 86/2 = 43 rem. = 0 (|st bit = 0) 43/2 = 21 rem. = 1 (2nd bit = 1) 21/2=10 rem.=1 (3rd bit=1) 10/2=5 rem.=0 (4th bit=0) 5/2 = 2 rem = 1 (5th bit=1) 2/2=1 rem. =0 (6th bit=0) 1/2=0 rem.=1 (7th 6+1=1) Atwo's complement 8-bit number can only store Positive values up to 2'-1=127, so we need to pad another 8 bits: So 172 in two's complement is: 00000000010101100 Centinued on next page

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5.) d.) continued (1.11010110,3) For IEEE 754 flootly point encoding, the first bit is the sign, which is Oin this case since 14.7 is positive, the next 8 bits are the exponent, which are given the enecely of (n-1)+128. So (3-1)+128 = 0000 0010 + 10000000 10000010 Finally, the last 23 bits are the mantisser, which is the numbers after the bicimal point So 1101 0110 0116 0110 0110 011 In memory this wald be! 0100000 0110 101 00110011 20110011