Tommy CS 255 HW2: Number Systems (1) a.) Since we are using binary, we can store 2" partitions, where n is the number of bits. We have 3x8=24 bits, So we can store 224 parterns per integer. b) For 2701782: 2701282/2 = 135064/ remainder (). (Othbit=0) 1350641/2 = 675320 remainder 1. (15+6+1=1) 675320/2 = 337660 r=0 (2ndbH=0 337660/2 = 168830 r=0 (30d bit=0 168830/2 = 84415 r=0 (4th bit=0 r=1 (5th bit=1 84415/7=42207 42201/2 = 21103 1= (6th bit = 1 21/03/2 = 10551 (7th bit = 10551/2=5275 r=1 (8+h 6/+=1) 5275/2 = 2637 (9th bit =1 2637/2 = 13/8 (10th bit = 1) r = 1 13 18/2 = 659 (11th bit = 0) r = 0 329 659/2 = r = 1 (12 th bit =1) 329/2 = 164 (13 th bit=1 164/2 = 82 (14th bit =0) T = () 182/2 = 41 (15 th bit = 0 1=0 41/2 = 20 (16 th bit= 1 r= 1 120/2 = 16 (17th bH = 0 1=0 10/5 = (18th bit =0 1=0 15/2 = r= | (19th bit=1) 12/2 = (Zoth bit = C) 1=0

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170711) FD 60 78 Convert to 6/pary. 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 50 FD 6078 in bloomy is: 111 1101011000000111111000 The number starts with a l, so it is negative. To comert it to decimal, flip the bits and add 1. 0000 0010 1001 1111 1000 0111 Now compute the expolite value. 2"+2"+2"+2"+2"+2"+2"+2"+2"+23 = 171912 Add the sign -171912 1.) O.) We already computed the values in bring. Adding them: 3/00/11/01/01/10/0 1010 0101 + 1111 1101 0110 0000 0111 1000 2000 0001 0100 1010 1101 1011 0001 Continued on the next page.

P94 continued 1) d) 0000 000 0100 100 101 101 6001 1101 In hex this is OI 4A DB ID but we have to truncate to 3 bytes, so it becomes 4A DB 1D Converted to decimen) this would be.

4x165+10x164+13x163+11x162+1x16+13x160 = 14905757 ×20a) 1001101 +0111001 [10000110] Z)b.) 110010101 2.) c.) For La the result is 8 bits = 1 byte so a char is the minimum dutertype that early hold the value. For 26 the result is of bits, > 1 byte so a Short i's the minimum dotatype that can store the result.

PgS 2x3=6=1x5+1x50 4302 3.) 9=1x5+4x5° x 2432 13=2×5"+3×50 23 8=1x5'+3x5° 14104 13 12=2×5'+2×5° 234014 22 10=2x540x50 14= Zx5 + 4x5° 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 Multiplying them: 01000011 x01010011 0100001 01000011 01000011 continued on next page

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4.) continued 0101011001 This is longer than 8 bits, so the first bits will be cut off until there are only 8 bits left. 1011 1001 will be stored in x. Torconvert to decimal, first flip the bits since this is a two's complement negative number. 0100 0110. Then add 010001 Find the absolute value and add the sign. 26+2+2+20=71-71. So -71 will be stered in X (5.7a.) 'H'=0x48 'e'= ()x65 'L'=0x6C need stop p'=0x70 1'=0x21 NUL'=0x00 Character? Converting to binary: "H=0100 1000 'e'=0110 0101 "L'=0110 1100 p/=0111 0000 !!=0010 0001 'NUL'=00000000 | So in memory it would be. 01100101 0111 0000 00100001 0000 0000

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5.76.) AEDG in bloomy is:

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

1000110

5.) C.) To convert - 172 to two's complement, first caleclate 172 in binery. 172/2=86 rem = 0 (oth bit=0) 86/2 = 43 rem. = 0 (1st bit = 0) 43/2=21 rem,=1 (2nd bit=1) 21/2=10 rem.=1 (3rd bi4=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 bit=1) A two's complement 8-bit number can only store pad another 8 bits; so 172 in two's complement is: 0000 0000 1010 1100 Centinued on next page

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S.) C.) continued Ccco Coco 1010 1100 Then flip all the bits and add 1. 111 111 0101 0011 -> 111 1111 0101 0100 In memory this would be: [111111] 01010100 × 5.0d.) 14.7 Convert 14 to bloomy first. 14-73=6-22=2-2=0 Convert 0.7 to binary next. G.7X2=[i4' (18+ bi+1)" -0.4x2 = 0.8 (2nd bit 0) 0.8x2 = 1.6 (3rd 6H1) 0.6x2 = 1.2 (4th 6H1) 0.2x2=0.4 (5th bit 0) This is the same as the Znd bit, so it repeares SO 0.7 = . 10/10 , So 14.7 = 1110.10/10 In binary scientific notation this would be: 1-110101TO x Z3 = (1.110101TO, 3) Centimed on next page.

Pg 9 5.) d.) continued (1.11010110,3) For IEEE 754 floating 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 enceding of (1/1-1)+128. So (3-1)+128 = 00000010 + 10000000 10000010 Finally, the last 23 bits eve the mantissa, which is the numbers after the bicimal point So 1101 0110 0116 0110 0110 011 In memory this wild be! 01000001 0110 101 00110011 00110011