**Subject: PRF192- PFC**

**Workshop 01**

**Trần Thiên Quý**

**Objectives:**

1. Reviewing for number systems
2. Exploring memory of a C program

**Recommendations**

Part 1: Students do exercises using notebooks

Part 2: Students develop programs, run them, write down their memory structure to notebooks.

**Part 1: Number systems**

**Exercise 1** **(2 marks): Convert decimal numbers to binary ones**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Decimal** | **4-bit Binary** | **Decimal** | **8-bit Binary** | **Decimal** | **16-bit Binary** |
| 9 | 1001 | 7 | 0000 0111 | 255 | 0000 0000 1111 1111 |
| 7 | 0111 | 34 | 0010 0010 | 192 | 0000 0000 1100 0000 |
| 2 | 0010 | 125 | 0111 1101 | 188 | 0000 0000 1011 1100 |
| 15 | 1111 | 157 | 1001 1101 | 312 | 0000 0001 0011 1000 |
| 12 | 1100 | 162 | 1010 0010 | 517 | 0000 0001 0000 0101 |
| 11 | 1101 | 37 | 0010 0101 | 264 | 0000 0001 0000 1000 |
| 6 | 0110 | 66 | 0100 0010 | 543 | 0000 0010 0001 1111 |
| 5 | 0101 | 77 | 0100 1101 | 819 | 0000 0010 0011 0011 |
| 8 | 1000 | 88 | 0101 1000 | 1027 | 0000 0100 0000 0011 |
| 13 | 1101 | 99 | 0110 0011 | 2055 | 0000 1000 0000 0111 |
| 14 | 1110 | 109 | 0110 1101 | 63 | 0000 0000 0011 1111 |

**Exercise 2(2 marks): Convert decimal numbers to binary and hexadecimal ones**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Decimal** | **Binary** | **Hexa.** | **Decimal** | **16-bit Binary** | **Hexadecimal** |
| 9 | 1001 | 9 | 255 | 0000 0000 1111 1111 | 00FF |
| 127 | 0111 1111 | 7F | 192 | 0000 0000 1100 0000 | 00C0 |
| 125 | 0111 1101 | 7D | 188 | 0000 0000 1011 1100 | 00BC |
| 157 | 1001 1101 | 9D | 312 | 0000 0001 0011 1000 | 0138 |
| 162 | 1010 0010 | A2 | 517 | 0000 0010 0000 0101 | 0205 |
| 237 | 0010 0101 | 25 | 264 | 0000 0001 0000 1000 | 0108 |
| 66 | 0100 0010 | 42 | 543 | 0000 0010 0001 1111 | 021F |
| 77 | 0100 1101 | 4D | 819 | 0000 0011 0011 0011 | 0333 |
| 88 | 0101 1000 | 58 | 1027 | 0000 0100 0000 0011 | 0403 |
| 99 | 0110 0011 | 63 | 2055 | 0000 1000 0000 0111 | 0807 |
| 109 | 0110 1101 | 6D | 63 | 0000 0000 0011 1111 | 003F |

**Exercise 3(2 marks): Compute**

(b: binary , q: octal, h: hexadecimal)

**3245q + 247q =** 3514 **q =**

**1A7Bh + 26FE7h =** 28A62 h **=**

**1101101101b - 10110111b =**

**3654q – 337q =**3315**q =**

**3AB7h – 1FAh =** 38BD**h =**

**36Ah – 576q =** 1EC **h =**

**64AEh – 1001101b=**

1 0110 1111 b

+ 1 0011 1011 b

1 1011 0001 b

1 1000 1101b

**101 1110 1000b**

1011010 b\* 1011b=**1111011110**b

1101000b + 2AB h + 345 q = **3F8** h = **1770**q

3AFh / 1Ch =0010 0001b = **33**d

3ACh – 562q = **1000111010**b =**570** d

3FFA h / 327q =

**Exercise 4 (2 marks)**

1. Show binary formats of 1-byte unsigned numbers:

251= **1111 1011**

163= **1010 0011**

117 = **0101 0011**

Show binary formats of 2-byte unsigned numbers:

551=**0000 0010 0010 0111**

160=**0000 0000 0000 0101**

443= **0000 0011 0111 0101**

1. Show binary formats of 1-byte signed numbers:

-51 =**101101b**

-163 =**10100100b**

-117=**1110110b**

-320=**101000001b**

Show the decimal values of 1-byte unsigned representations: :

01100011 b , 10001111 b , 11001010 b , 01001100 b

01100011 b= **099** d

10001111 b= **143** d

11001010 b= **202** d

01001100 b= **076** d

**Part 2: Explore memory structure of programs**

**Sample**

**Complete the code of following program then draw it’s memory structure**

**(2 marks)**



