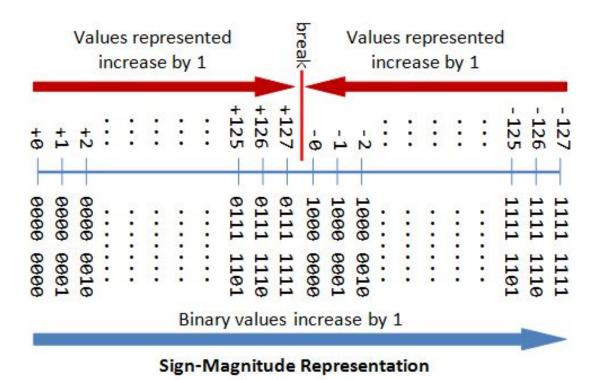
Data Representation

Integers, Floats, Characters

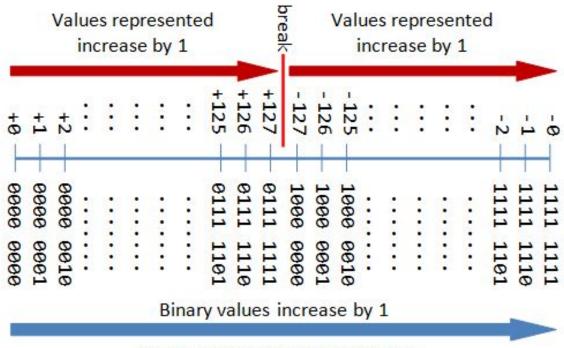
Data Representation of Integers

Sign-Magnitude Representation of Integers



Direct Entry Program

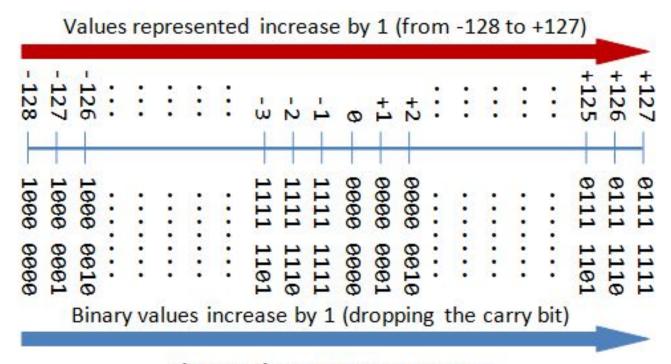
1's Complement Representation



1's Complement Representation

Direct Entry Program

2's Complement Representation



2's Complement Representation

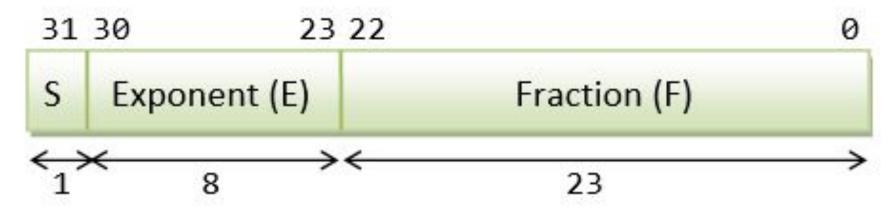
Direct Entry Program

Range of 2's Complement Integers

n	minimum	maximum
8	-(2^7) (=-128)	+(2^7)-1 (=+127)
16	-(2^15) (=-32,768)	+(2^15)-1 (=+32,767)
32	-(2^31) (=-2,147,483,648)	+(2^31)-1 (=+2,147,483,647) (9+ digits)
64	-(2 ⁶³) (=-9,223,372,036,854,775,808)	+(2 ⁶³)-1 (=+9,223,372,036,854,775,807) (18+ digits)

Data Representation of Floats

IEEE-754 32-bit Floating-Point Numbers



32-bit Single-Precision Floating-point Number

IEEE-754 64-bit Floating-Point Numbers



64-bit Double-Precision Floating-point Number

Range of Floating Point Numbers

Precision	Normalized N(min)	Normalized N(max)
Single	0080 0000H 0 00000001 0000000000000000000000 E = 1, F = 0 N(min) = 1.0B × 2^-126 (≈1.17549435 × 10^-38)	7F7F FFFFH 0 1111110 0000000000000000000000000000
Double	0010 0000 0000 0000H N(min) = 1.0B × 2^-1022 (≈2.2250738585072014 × 10^-308)	7FEF FFFF FFFFH N(max) = 1.11B × 2^1023 = (2 - 2^-52) × 2^1023 (≈1.7976931348623157 × 10^308)

Data Representation of Characters

Character Encoding System (Char-Sets)

7-Bits ASCII

(American Standard Code for Information Interchange)

8-Bits Latin + ASCII

Universal Character System

- UCS-2
- UCS-4

Unicode **T**ransformation **F**ormat (UTF-8/16/32)

Happy Coding!