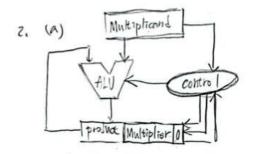
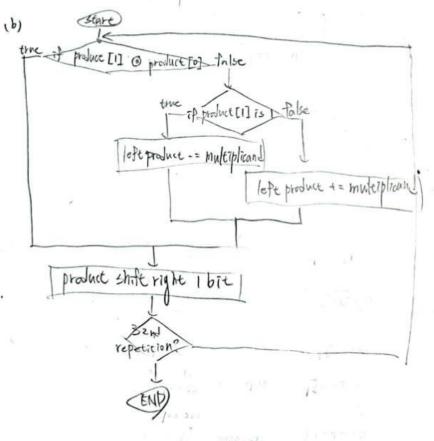
Leman	step	Pemainter	Divisor	
0	shift left Renumber 1 bit	00000001 00100110	00011100	
1	lete Romander -= Vivisor	11100101 00100110	00011100	
2	+1.4 Roman er 50		-1-	
- 5	if left Remainier < 0 left Remainer 1 = Paisor	percond retrollo		
4	LA LA company 1 bit	00000010 0 1001100		
2	to met repetition 9th			
	1			
19	shift left Remoder I live	00100100 11000000		
2.0	if her repetition 19th			
21	Left Forminger -: Divisor	00001000 1100000		
22	iflete Remainler >0			
2.5	ifleft Remointer 20 shift left Remonder 1 bit and set 1	0001000/ 1000001		
24	of nex venetion 19th			
2.5	eft Romander -= Divisor	11110101 1000001		
59	if not reposition geh left Remailder -= Divisor if left Remailder co left Remailder += Divisor			
27	left Remainder += Div750+	000 1000 1000000		
28	with left Remainder I hit	00/000 1 0000000		
دا	If not referrition 19th			
3/	left Remainder -= Divisor	0000011 00000010		
32	If left Rammor 20		1	
	shift left Remainler 1 bit	00001100000000		
33	if repetition 19th			
34	left Remailder state left lit			
	TO TOUR SAME ICLE ING	00000111 60000101		



(C) in some cases,
Booth's algorithm can achieve
the goal with less computation
than the original multiplication method.



8, 19 13-15 - 10111.01(2) = 1.011101 × 2.01.

Expresse = 4 + bins = 4 + 127 = 13/ = 100000110)

Fraction: 01/10/1/21

3 = 1 (home - 2225 is negrein number 9 1-1))

1 0/11/00 | 0/10 | 00 -1.01/01/25 | 64 = -0.02191/26263

10 1111110 111111111 111111111 11/4 toskar MAX 127+ 129. 25 X

	=7gn	Exponent	Fraction :	object represented
(e)	0	11111111	000000000000000000000000000000000000000	4 +00
	1	1(11(1)	000000000000000000000000000000000000000	- M
	1/0	1111111	\$0000000000000000000000000000000000000	NaN
	-			

1 100.0001 0000 0010 1011 0001 1111 0010

-1.0.... × 2 (130-127) = 1.0210=54599161963 ×8 = 8.168443619809=7

- 4. (a) 63112. Actobs 3 1.0101 x 20
 - (b) 10011000.01 + 0.0101010101
 - = 1.00/10000/x107 + 1.01010/0/x/0-2
 - = 1.00/10000/ x/0"+ 0.000000000101010/0/x/09
 - = 1.00/10001001010101 ×107
 - 0 0011 001100010010101010 | huard = 格夫 round = 1 Hicky = 0(0110)
 - € 0 00/11 001/000/00/010/01/
 - (C) 110,0111001 x 1000,01101
 - = 1.100111001 x Z x 1.00001101 x Z3
 - = 110110. colol1100101 x Z (2+3)
 - = 1/10|1000|0|100101 X 5(Z+Z)
 - 0 01010 101100010111001010 | fanard = 0 +8 ± 1 | Striky = 0 (0...0)
 - € 0 010/0 10 1100010 111 001