AP: Discuss with a shoulder partner these questions.

### **EQ** Question:

- 1. What does the computer understand?
- 2. How is information converted to machine language?
- 3. What is binary?
- 4. What is hexadecimal?
- 5. What is octal?

## Digital Information

- A computer stores information digitally as binary numbers.
  - numbers
  - text
  - graphics and images
  - video
  - audio
  - program instructions
- In some way, all information is *digitized* broken down into pieces and represented as numbers

## Binary Numbers

Binary number system has only two digits

0 and 1

- A single binary digit (0 or 1) is called a bit
- A single bit can represent two possible states, like a light bulb that is either on (1) or off (0)
- Binary is Base 2 number system
- so there are 2<sup>N</sup> permutations of N bits

• It takes 8 bits to make a byte or a character that represents a form of data.

## Ascii Code

• http://sticksandstones.kstrom.com/appen.html

• <a href="http://www.ascii.cl/conversion.htm">http://www.ascii.cl/conversion.htm</a>

## Bit Permutations

Therefore, N bits are needed to represent 2<sup>N</sup> unique items

```
1 bit ?
                                       2^1 = 2 items
                         2 bits ?
                                       2^2 = 4 items
  How many
 items can be
                         3 bits ?
                                      2^3 = 8 items
represented by
                         4 bits ?
                                      2^4 = 16 items
                         5 bits ?
                                      2^5 = 32 \text{ items}
                         6 bits?
                                      2^6 = 64 \text{ items}
                                      2^7 = 128 \text{ items}
                         7 bits ?
                         8 bits?
                                  2^8 = 256 items
```

## Bit Permutations

### Each additional bit doubles the number of possible permutations

1 bit 2 items	2 bits 4 items	3 bits 8 items	<u>4 k</u>	oits 16 items
0	00	000	0000	1000
1	01	001	0001	1001
	10	010	0010	1010
	11	011	0011	1011
		100	0100	1100
		101	0101	1101
		110	0110	1110
		111	0111	1111

Question: 3 bits can represent how much data?

 $2^3$ 

## What is Binary

The word **binary** means two. The binary number system has two symbols: 0 and 1. When we write binary numbers we use a "2" for a *subscript* to represent the binary system.

A "bit" (short for "binary digit") is the smallest piece of data that a computer knows. It is a single digit, which can be a one or a zero. A "word" is a group of any number of bits. A "byte" is a group of 8 bits, You would have 256 different combinations if you wrote down all the different possible combinations of ones and zeros that could make up a byte.

One - on

Zero - off

Add up the place value for everyone 1.

<b>2</b> <sup>7</sup>	<b>2</b> <sup>6</sup>	<b>2</b> <sup>5</sup>	<b>2</b> <sup>4</sup>	<b>2</b> <sup>3</sup>	<b>2</b> <sup>2</sup>	2 <sup>1</sup>	<b>2</b> <sup>0</sup>	
128	64	32	16	8	4	2	1	Answer
1	0	1	0	1	0	0	1	
0	0	1	1	0	0	1	0	
0	0	1	1	1	0	0	0	
0	1	1	0	0	0	1	0	
1	1	1	0	1	1	1	0	
1	1	1	0	0	0	0	1	

# Binary to Decimal

Mathematical Equation to convert from Binary to Decimal

Binary to Decimal Find the place value for everyone. Multiple 1 by that place value.

1	0	1	0	1	0	0	1
<b>2</b> <sup>7</sup>	<b>2</b> <sup>6</sup>	<b>2</b> <sup>5</sup>	<b>2</b> <sup>4</sup>	<b>2</b> <sup>3</sup>	<b>2</b> <sup>2</sup>	2 <sup>1</sup>	<b>2</b> <sup>0</sup>

$$1 \times 2^{7}$$
  $1 \times 2^{5}$   $1 \times 2^{3}$   $1 \times 2^{0}$  = 128 + 32 + 8 + 1 = **169**

Converter Tool with explanation. <a href="http://acc6.its.brooklyn.cuny.edu/~gurwitz/core5/nav2tool.html">http://acc6.its.brooklyn.cuny.edu/~gurwitz/core5/nav2tool.html</a> Cisco Binary Game:

**Practice:** 

Convert 1100011 to decimal

#### From Binary to Hexadecimal

Hexidecimal, or base 16, number system is a common system used with computers. It is a human-friendly representation of <u>binary-coded</u> values in computing and digital electronics. It is used in web pages for colors.

Hexadecimal is represented by 16 digits 0-9 and then A-F

$$A = 10, B = 11, C = 12, D = 13, E = 14, F = 15$$

**Converting Binary to Hex** 

10001100101001

STEP ONE: Take the binary number and from right to left, group all placeholders in groups of 4. Add leading zeros, if necessary:

STEP TWO: Convert each triplet to its single-digit octal equivalent. (**HINT:** For each group of 4, the hex conversion is the same as converting to a decimal number):

## Convert from Hex to Binary

Converting Hex to Binary

```
2329
```

STEP ONE: Take each hex digit and convert each digit to a binary form. Keep leading zeros:

```
0010 0011 0010 1001

2329 10001100101001
```

```
You do it: Practice: convert 4AB to Binary
```

#### Octal - Base 8 Numbering System

The octal, or base 8, number system is a common system used with computers. Because of its relationship with the binary system, it is useful in programming some types of computers.

#### **Converting Binary to Octal**

Take the binary number 1000110010101

STEP ONE: Take the binary number and from right to left, group all placeholders in group of 3. Add leading zero at end if necessary:

STEP TWO: Find the binary number for that group of 3.

You do it: Practice: convert 11001110 to Oct

### Converting Octal to Binary

## 43520

Bring the numbers the binary group of 3

100011101010000 = 43520 oct

You do it: Practice: convert 2643 to binary

# Convert any base to decimal by multiplying

Decimal	Base	89	$(8 \times 10^1) + (9 \times 10^0) = 89$
	10		
Binary	Base	1011001	$(1 * 2^{6}) + (1 * 2^{4}) + (1 * 2^{3}) +$
	2		$(1 * 2^0) = 89$
Hexade	Base	59	$(5 * 16^1) + (9 * 16^0) = 89$
cimal	16		
Octal	Base	131	$(1 * 8^2) + (3 * 8^1 + (1 * 8^0) = 89$
	8		

programming and the other with none or little)

Go to my website and start on the SNAP programming exercises. Go through the powerpoints and do each of the exercises listed.

### **SNAP** Website

## PPT for SNAP Project

All programs have 3 basic control structures: Sequential, Condtional, Iteration (loop)

```
SNAP Exercises #1 - Moving and Talking
(see ppt slide #8)
SNAP Exercises #2 - Squares (see
ppt slide #10)
SNAP Exercises #3 - Triggers (see
ppt slide #12)
SNAP Exercises #4 - Threads (see ppt
slide #14)
SNAP Exercises #5 - Loops (see ppt slide
#20)
SNAP Exercises #6 - Input (see ppt slide
#24)
SNAP Exercises #7 - Arithmetic (see ppt
slide #26)
SNAP Exercises #8 - Conditionals /
Boolean (see ppt slide #32)
SNAP Exercises #9 - Events - MarcoPolo
(see ppt slide #34)
SNAP Project - Turtles
```