

More "About This Course"
Course has had several names — "Principles of Algorithm Design", "Principles of Programming", now "Principles of Computer Science".
Different names reflect an aspect that makes it difficult, namely that ideally it teaches both conceptual skills ("algorithmic thinking") and practical ones ("programming", plus use of command-line tools).
At this point mostly it's been about the latter. Switch gears here and look at conceptual level, using review of binary numbers as a source of examples.



Converting Between Bases
Converting from another base to base 10 is easy if tedious (just use definition).
Converting from base 10 to another base? Let's try to develop an "algorithm" (procedure) for that ...



Decimal to Binary, Take 2 Another way produces the answer from right to left rather than left to right, repeatedly dividing by 2 (again n will be the number we want to convert): If n = 0, stop. Divide n by 2, giving quotient q and remainder r. Write down r. Set n equal to q. Go back to first step. Is this okay? What's not quite right about it? (We don't say to write down the remainders from right to left.) (Example.)

Recap

- Key ideas here break problem down into a sequence of steps that we hope don't require much intelligence, just an ability to calculate, with some decision-making and repeating.
- Before moving on/back to programming, a little more about different number bases and how binary numbers are used to represent data ...





Machine Arithmetic — Integer Addition and Negative Numbers
Adding binary numbers works just like adding base-10 numbers — work from right to left, carry as needed. (Example.)
Two's complement representation of negative numbers is chosen so that we easily get 0 when we add -n and n. (To be continued.)



