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| | Decimal to Binary, Take 1 |
|------------------------------------|--|
| One number | way is to first find the highest power of 2 smaller than or equal to the per, write that down, subtract it from the number, and continue. |
| We c conve | ould write this in $\ensuremath{\textit{pseudocode}}$ thus (letting n be the number we want to ert: |
| while | (n > 0) find largest <i>n</i> such that $2^p < n$ |
| | write a 1 in the <i>p</i> -th output position |
| end v | subtract 2^p from n while |
| Is this positi | s okay? What's not quite right about it? (We don't say what to put in the ions that don't have ones in them.) |
| ● (Exar | mple.) |



Octal and Hexadecimal Numbers
Binary numbers are convenient for computer hardware, but cumbersome for humans to write. Octal (base 8) and hexadecimal (base 16) are more compact, and conversions between these bases and binary are straightforward.
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To convert binary to octal, group bits in groups of three (right to left), and convert each group to one octal digit using the same rules as for converting to decimal (base 10).
Converting binary to hexadecimal is similar, but with groups of four bits. What to do with values greater than 9? represent using letters A through F (upper or lower case).
(Examples.)



Variables
To do anything interesting in a program, we need some place to store input and intermediate values.
(E.g., consider a really simple program that asks the user for two numbers, adds them, and prints the result. It needs a place to hold the numbers and (maybe) their sum.)
For this we use *variables*. Can think of them as boxes holding values. Each has a *name* and a *type*.
(To be continued.)

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