

# Radix Conversions, Characters Codes, Parity

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## 1 Administrivia

### Announcements

Study binary, hex addition/subtraction on your own. Responsible for assigned readings.

### Assignment

Read 2.1-2.

### From Last Time

### Outline

1. Radix conversions.
2. Character encodings.
3. Parity.

### Coming Up

Binary logic, gates, Boolean algebra.

## 2 From Last Time

Binary	Hexadecimal	Decimal
11100111	E7	231
00111010	3A	58
11000111	C7	199
00011111	1F	31
11101110	EE	238

## 3 Radix Conversion

Binary or hexadecimal to decimal is simple enough.

Decimal to binary algorithm:

```
/* d: decimal number
 * b: binary number
 * b[i]: bit i of b
 */

b = 0;
i = 0;

while (d != 0)
{
    b[i] = d % 2;    /* d modulo 2 (radix) */
    d = d / 2;      /* Integer division */
    ++i;
}
```

Example: convert  $(77)_{10}$  to binary.

How do we modify this for hexadecimal? Repeat the example.

## 4 Character Representation

1. So far, all we can represent is unsigned numbers. How can we represent characters?

2. ASCII character code. A few examples using hex encodings:

(a) A: 41, a: 61.

(b) Z: 5A, z: 7A.

Collating sequence.

(c) 0: 30, 9: 39.

(d) !: 21, =: 3D, ' ': 20.

(e) nl: 0A, cr: 0D.

C code to convert an integer numeric string to integer value:

```
char s[] = "123";
int val;
int i;

val = 0;
i = 0;

while (isdigit(s[i]))
{
    val = val * 10;
    val = s[i] - '0';
    ++i;
}
```

3. ASCII is a seven-bit code; characters stored in bytes.

What about characters for non-English languages, math characters, etc? Unicode: 16-bit character code.

## 5 Parity

1. Used to *detect* data errors in memory or during simple data communications (serial lines).

Detects single bit errors. Misses double bit errors.

2. Other mechanisms: ECC, CRC.

3. Idea: Maintain one extra bit which keeps total number of one bits even or odd.

Odd parity examples: 0011010 becomes 00011010; 0110011 becomes 10110011.