

# Garfield AP CS

## Binary



# Goals for today

- Understand computer architecture better
- Count to 1023 on your fingers
- Understand Java errors

# Data representation

- Bits (short for binary digit)
- Bytes are groups of 8 bits
- In memory: a transistor switched on or off
- On magnetic disks: direction of field
- CD-ROMs: surface reflects light or doesn't
- Network: optical or sound waves

# Base 2

- We count in base 10 because of our fingers
- Computers only have two states

decimal	binary
0	0
1	1
2	01
3	11
4	100
5	101
6	110
7	111
8	1000

$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
0	0	1	1	0

$$2^4 * 0 + 2^3 * 0 + 2^2 * 1 + 2^1 * 1 + 2^0 * 0 = 6$$

# Unit confusion!

- kB - kilobytes are  $2^{10}$  bytes
- kb - kilobits are  $2^{10}$  bits
- GB - gigabyte usually  $10^9$  bytes for harddrives but  $2^{30}$  for RAM!
- Gb - gigabit  $10^9$  or  $2^{30}$  bits

# Conversion algorithms

- Can you come up with an algorithm (in English) to convert from binary to decimal?
- Can you come up with an algorithm (in English) to convert from decimal to binary?

# Practice

- 11101
- 1001
- 100101
- 10101
- 12
- 15

# Representing text

- American Standard Code for Information Interchange (ASCII)
- 7-bit character-encoding scheme
- Letter order makes it American
- How many possible characters?

Binary	Character
100 0001	A
100 0010	B
110 0001	a
110 0010	b
000 0111	Bell



# Foreign languages?

- Extended (8-bit) ASCII
- Multiple standards exist so conflicts are possible
- Unicode is often used instead
  - Standard describes 75 scripts

# Multiple standards

- 'a' not always represented the same way!
- Each file must mark how it should be interpreted
- One missing bit is a catastrophe

# What the CPU does

- Runs commands expressed in binary on data expressed in binary
- Knows a limited set of commands
  - arithmetic (add, subtract)
  - logic (and, or, not)
  - data (move, input, load, store)
  - control flow (goto, if, return)
- Everything is converted to those commands

# Binary today

- Very efficient representation
- Bit masks, boolean logic
- OS-level development
- Embedded systems
- Chip designers/electrical engineers

# Hexadecimal

- A little easier for humans
- Often used for RGB color codes
- Base 16 (0-F)



Decimal	Binary	Hex
1	1	1
2	10	2
3	11	3
4	100	4
5	101	5
6	110	6
7	111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

# Try it

- 17
- 23
- A0
- B2

# 32-bit vs. 64-bit architecture?

- A 64-bit computer can represent bigger numbers at once => faster
- A 32-bit computer must split numbers and process separately
- More memory can be addressed

# Java int limits



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- Integer.MAX\_VALUE

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  - $2^{31} - 1$
  - $-2^{31}$

# Fuzzy math

- $1.1 + .1$
- $100.0 * 9.95$
- $.01 + .05 + .1 + .25$
- $.25 + .1 + .05 + .01$

# Errors

- That was a roundoff error caused by hardware implementation
- Logic error
- Compiler error
- Runtime error



# Logic errors

- Calling the wrong method
- Ordering statements backwards
- We'll run into lots more!!

# Compiler errors

- Something wrong with the structure
- A solid IDE can resolve many of them!

```
Hello.java:6: cannot find symbol
    symbol   : method prprintln(java.lang.String)
    location: class java.io.PrintStream
        System.out.prprintln("Hello!");
```

```
Hello.java:7: ';' expected
    }
    ^
```

# Runtime errors

- No syntax problems so program executes
- Impossible instruction
  - Divide by zero
  - Open a file that doesn't exist

```
Exception in thread "main"  
java.lang.ArithmeticException: / by zero
```