C5 Solutions

1. Convert the following base 10 numbers into 8-bit 2's complement notation
   0, -1, -12

   To Compute 0

   0 = 00000000

   To Compute –1

   Step 1. Convert 1 to binary
   00000001

   Step 2. Flip the bits
   11111110

   Step3. Add 1
   11111111

   Therefore **–1 = 11111111**

   To Compute –12

   Step 1. Convert 12 to binary
   00001100

   Step 2. Flip the bits
   11110011

   Step3. Add 1
   11110100

   Therefore **–12 = 11110100**

2. Perform each of the following additions assuming that the bit strings represent values in 2's complement notation. Identify the cases in which the answer is incorrect because of overflow.

```
   1111
+  1111
  11110
```

Answer = 11110
Overflow = 0
∴ Answer is correct

```
   01111
+  10001
  100000
```

Answer = 00000
Overflow = 1
∴ Answer is incorrect

```
   01110
+  01010
  11000
```

Answer = 11000
Overflow = 0
∴ Answer is correct

3. Write an algorithm to convert a negative decimal number into a binary number in 2's complement form. Assume that the number ranges from +127 to -128

    1. If the number is less than 0
        a. Multiply by –1
        b. Flip the bits by 'number XOR 0xff'
        c. Add 1 to the result

    2. Convert the number into binary

    Hint: You already know how to convert a positive decimal number into binary notation. Think about determining sign and inverting bit positions.

4. Implement your algorithm in Ada95. Turn in an electronic copy of your code listing and a hard copy of your code.

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Compiling: c:/docume~2/jk/desktop/16070/codeso~1/decimal_to_binary.adb (source file time stamp: 2003-09-17 11:09:18)

```
 1. with Ada.Text_Io;
 2. use Ada.Text_Io;
 3.
 4. with Ada.Integer_Text_Io;
 5. use Ada.Integer_Text_Io;
 6.
 7. procedure Decimal_To_Binary is
 8.
 9.    -- bit-wise operations are only defined for modular types
10.    type byte is mod 256;
11.
12.    Number_To_Convert : integer;
13.    Place_Holder: Byte;
14.
15.    Binary_Number : String (1..8);
16.    Count : Integer :=8;
17.
18.
19. begin
20.    -- set the string to all zeroes
21.    Binary_Number :="00000000";
22.
23.    -- get the number to be converted
24.    Put("Please enter an integer :");
25.    Get(Number_To_Convert);
26.
27.    -- check if the number is negative. If it is,
28.    -- convert it into positive
29.    if Number_To_Convert < 0 then
30.
31.       Number_To_Convert := -1 * Number_To_Convert;
32.
```

```
33.       -- convert to modular type
34.       Place_Holder := Byte'Val(Integer'Pos(Number_To_Convert));
35.
36.       -- flip the bits
37.       Place_Holder := Place_Holder xor 2#11111111#;
38.       -- add 1
39.       Place_Holder := Place_Holder + 2#1#;
40.       -- reconvert to integer
41.       Number_To_Convert := Integer'Val(Byte'Pos(Place_Holder));
42.
43.    end if;
44.
45.    -- decimal to binary conversion
46.    -- fill in the bit pattern from left to right
47.    loop
48.       exit when Count = 0;
49.       -- if the remainder is non-zero, the bit is set to 1
50.       -- else the bit is 0
51.       if (Number_To_Convert mod 2) = 1 then
52.          Binary_Number(Count) :='1';
53.       else
54.          Binary_Number(Count) :='0';
55.       end if;
56.
57.       Count := Count -1;
58.       Number_To_Convert := Number_To_Convert/2;
59.
60.    end loop;
61.
62.    Put(Binary_Number);
63.
64. end Decimal_To_Binary;
65.
66.
67.
```

67 lines: No errors