### 8.2 Representations

This unit conveys essential knowledge relating to binary representations. The activities gradually introduce learners to binary digits and how they can be used to represent text and numbers. The concepts are linked to practical applications and problems that the learners are familiar with.

| Binary | A number system that contains two symbols, 0 and 1 . Also known as base 2 |
| :---: | :---: |
| Denary | The number system most commonly used by people. It contains 10 unique digits 0 to 9 . Also known as decimal or base 10 |
| Hexadecimal | A number system that contains sixteen symbols, 0-9 and A-F. Also known as base 16 |
| Place value / placeholder | The value of the place, or position, of a digit in a number |
| Character set | A mapping of keyboard characters to numbers used to represent those keyboard characters in a computer system |
| ASCII | American Standard Code for Information Interchange. A 7-bit character set for representing English keyboard characters. |
| Pixel | The smallest identifiable area of an image or computer screen |
| Bit | A single symbol in a binary number. Either 1 or 0 |
| Bit pattern | Any sequence or more than one bit |
| Nibble | A bit pattern which is four bits long |
| Byte | A bit pattern with which is eight bits long |
| Kilobyte | 1000 bytes |
| Megabyte | 1000 kilobytes |

## Convert 8 bit Binary to Denary Example: convert the Binary number 01000110 into Denary. 1. Create a binary table:


3. Add up all the numbers with a 1 underneath them to get the answer!


Convert Denary to 8 bit Binary

## Example: convert the Denary number 45 into binary

3. Add a 0 for the unused numbers. The binary number is:
$\mathbf{0 0 1 0 1 1 0 1}$

| $\mathbf{1 2 8}$ | $\mathbf{6 4}$ | $\mathbf{3 2}$ | $\mathbf{1 6}$ | $\mathbf{8}$ | $\mathbf{4}$ | $\mathbf{2}$ | $\mathbf{1}$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Answer |  |  |  |  |  |  |  |
| 0 | 0 | $\mathbf{1}$ | 0 | 1 | 1 | 0 | $\mathbf{1}$ |

$$
\begin{aligned}
& \text { What is Binary? } \\
& \text { Binary is a number system that only uses two digits: } \mathbf{1} \text { and } \mathbf{0} \text {. All information that is } \\
& \text { processed by a computer is in the form of a sequence of } 1 \mathrm{~s} \text { and } 0 \text { s. Therefore, all data } \\
& \text { that we want a computer to process needs to be converted into binary. }
\end{aligned}
$$

1. Create a binary table:

2. Place the number 1 under each number you need to make up 45

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 | Answer |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | 1 |  | 1 | 1 |  | 1 | 45 |


| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 | Answer |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 45 |



## Mb

- Megabyte


## Gb

- Gigabyte

-Terabyte

