Name:			

### Data Representation, Logic, Huffman Coding, Binary Numbers

DU ::1:20pm Monday Nov. 28 at the beginning of classP ease staple all sheets together BEFORE class.

<u>Goal:</u> The purpose of this assignment is to get a little practice with binary numbers, think about representing data digitally, and review basic logic as the foundation of how computers compute.

#### **Exercises:**

Binar	v Nu	mbers

- 1 Convert 10 base 10 to base 2. \_\_\_\_\_
- 2 Convert 16 base 10 to base 2.
- 3 Convert 32 base 10 to base 2.
- 4 Convert 217 base 10 to base 2.
- 5 Convert RGB color (128, 0, 255) to base 2. (\_\_\_\_\_, \_\_\_\_\_)
- 6 Add 1101011 base 2 to 1011100 base 2, SHOW YOUR WORK.
- 7 Add 1011 base 2 to 110 base 2. SHOW YOUR WORK.

1101011 1011 +1011100 +110

What letters does this binary (base 2) data correspond to assuming it is in ASCII? 01001010, 01100001, 11110111, 00110000 = \_\_\_\_, \_\_\_\_, \_\_\_\_,

ASCII	0 0 0	0 0 0	0 0 1 0	0 0 1 1	0 1 0 0	0 1 0 1	0 1 1 0	0 1 1	1 0 0 0	1 0 0	1 0 1 0	1 0 1	1 0 0	1 0 1	1 1 1 0	1 1 1
0000	N <sub>U</sub>	s <sub>H</sub>	s <sub>x</sub>	Ex	E <sub>T</sub>	Eα	А <sub>К</sub>	B <sub>L</sub>	B <sub>S</sub>	нт	L <sub>F</sub>	Y <sub>T</sub>	F <sub>F</sub>	C <sub>R</sub>	s <sub>o</sub>	s <sub>I</sub>
0001	D <sub>L</sub>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	NK	s <sub>Y</sub>	$\mathbf{E}_{\Sigma}$	c <sub>N</sub>	EM	s <sub>B</sub>	E <sub>C</sub>	Fs	G <sub>s</sub>	R <sub>S</sub>	u <sub>s</sub>
0010		!	"	#	\$	%	&	1	(	)	*	+	,	-		/
0011	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
0100	@	A	В	С	D	E	F	G	Н	I	J	K	L	M	N	0
0101	Р	Q	R	S	Т	U	V	W	Х	Y	Z	[	\	]	^	_
0110	_	a	b	С	d	е	f	g	h	i	j	k	1	m	n	0
0111	р	q	r	ន	t	u	V	W	x	У	Z	{		}	~	D <sub>T</sub>
1000	80	<sup>8</sup> 1	82	83	I <sub>N</sub>	N <sub>L</sub>	ss	E <sub>s</sub>	Н <sub>S</sub>	Н	Y <sub>s</sub>	P <sub>D</sub>	P <sub>V</sub>	R <sub>I</sub>	s <sub>2</sub>	s <sub>3</sub>
1001	D <sub>C</sub>	P <sub>1</sub>	Pz	s <sub>E</sub>	c <sub>c</sub>	ММ	s <sub>P</sub>	E <sub>P</sub>	α <sub>8</sub>	a <sub>a</sub>	Ω <sub>A</sub>	c <sub>s</sub>	s <sub>T</sub>	os	P <sub>M</sub>	A <sub>P</sub>
1010	<sup>A</sup> o	i	¢	£	9	¥		S	••	©	o"	<b>«</b>	¬	-	R	_
1011	0	±	2	3	-	μ	¶	٠	ı	1	0	<b>&gt;&gt;</b>	1/4	1/z	3/4	خ
1100	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ϊ
1101	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	β
1110	à	á	â	ã	ä	å	æ	Ç	è	é	ê	ë	ì	í	î	ï
1111	ð	ñ	ò	ó	ô	õ	ö	÷	Ø	ù	ú	û	ü	ý	Þ	ÿ

#### Logic

9 Complete the following truth tables.

# (a) NOT (p OR q)

	p	q	p  OR  q	NOT $(p \text{ OR } q)$
ſ	1	1		
١	1	0		
١	0	1		
	0	0		

# (b) p AND (NOT q)

p	q	NOT q	p  AND (NOT  q)
1	1		
1	0		
0	1		
0	0		

## (c) p AND q AND r

p	q	r	p  AND  q	(p  AND  q)  AND  r
1	1	1		
1	0	1		
0	1	1		
0	0	1		
1	1	0		
1	0	0		
0	1	0		
0	0	0		

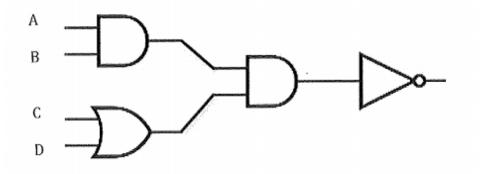
10 Using the 3 basic logic gates shown here, draw logic diagrams for the following logical statements.

<del>-</del> D-	<del></del>	<b>→</b> >~
AND	OR	NOT

a NOT (P OR Q)

b (A OR B) AND (NOT C)

11 Write the logical statement that corresponds to the following logic diagram.



Name:		
00	Cod	ding (Please attach a separate sheet of paper for the Huffman trees.)
12		
	a	Generate a binary Huffman tree from the following letter frequencies for the word <i>bananarama</i> .
		letter b a n r m   frequency 1 5 2 1 1
	b	Using the binary Huffman tree you created for (a), give the binary Huffman encoding for the letter sequence <i>barn</i> .
13	a	Generate a binary Huffman tree from the letter frequencies in the tongue twister: <i>She sells sea shells by the seashore</i> . Do not include the space character in your tree.
	b	Using the binary Huffman tree you created for (a), give the binary Huffman encoding for the letter sequence <i>share</i> .
14 C	reate	e the Huffman tree that goes with the following frequency table.

letter	с	s	r	t	е
frequency	1	2	3	4	7