



PEOPLE'S DEMOCRATIC REPUBLIC OF ALGERIA
MINISTRY OF HIGHER EDUCATION AND SCIENTIFIC RESEARCH ECHAHID HAMMA LAKHDAR
UNIVERSITY OF EL-OUED
FACULTY OF TECHNOLOGY
1ST YEAR LMD SCIENCES AND TECHNIQUES

Chapter II :

Coding of information

ترميز المعلومة في الإعلام الآلي

Dr . BERHOUM Adel
professor at University
of El Oued

University year 2023 - 2024

Outline



History

- 1. Introduction**
- 2. The Basics of numbering.**
- 3. Transcoding (Basic conversion)**
- 4. Binary Arithmetic**
- 5. The ASCII code.**



History

This is interesting. Number System played a vital role in Computing. We came across the History of Computing, and we have seen that numbers laid the foundation of computing and helped us to renovate new tools for easier and simpler calculation. These are the lists of several number system that were invented at different ages and cultures in History.

هذا مثير للاهتمام. لعب نظام الأرقام دورًا حيويًا في الحوسبة. لقد عثرنا على تاريخ الحوسبة، ورأينا أن الأرقام أرست أساس الحوسبة وساعدتنا على تجديد أدوات جديدة لإجراء عمليات حسابية أسهل وأبسط. هذه هي قوائم العديد من أنظمة الأعداد التي تم اختراعها في مختلف الأعمار والثقافات في التاريخ.





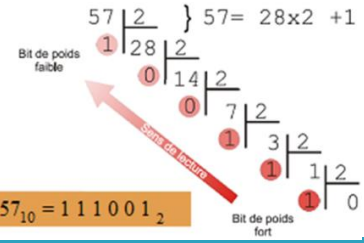
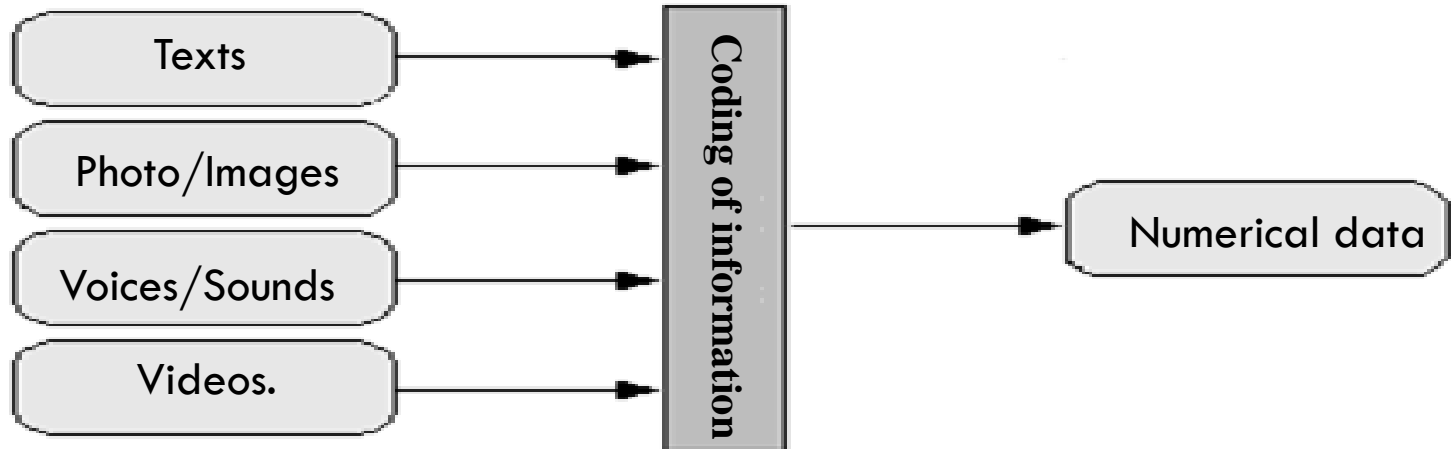
Name	Base	Sample	Approx. first appearance
Babylonian numerals	60		3100 BC
Egyptian numerals	10		3000 BC
Maya numerals	20		
Oracle bone script	0	0	14th century BC?
Chinese numerals, Japanese numerals, Korean numerals (Sino-Korean)	10	零 一 二 三 四 五 六 七 八 九	
Roman numerals	10	I II III IV V VI VII VIII IX X	1000 BC
Greek numerals	10	α β γ δ ε ς ζ η θ ι	After 100 BC
Chinese rod numerals	10		1st century
Hindu-Arabic Numerals	10	0 1 2 3 4 5 6 7 8 9	9th century
John Napier's Location arithmetic	2	a b ab c ac bc abc d ad bd	1617 in Rabdology, a non-positional binary system

Diagram of codes (symbols) throughout history

1. Introduction



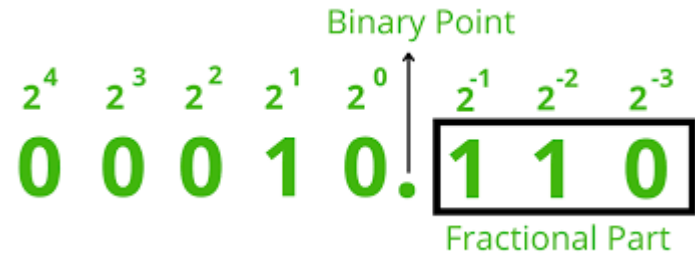
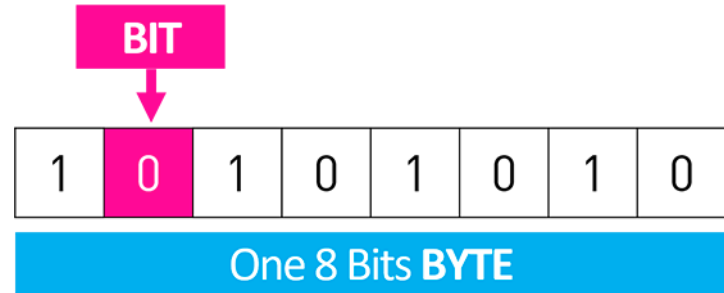
- Whatever the nature of the information processed by a computer (image, sound, text, video), it is always in the form of a set of numbers written in base 2, for example 01001011. **Coding of information**



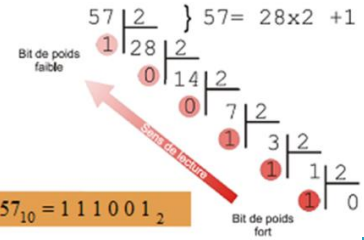
1. Introduction



- The term **bit** (lowercase b in notations) means "**binary digit**", that is to say **0** or **1** in binary numbering.
- It is the smallest unit of information that can be manipulated by a digital machine.

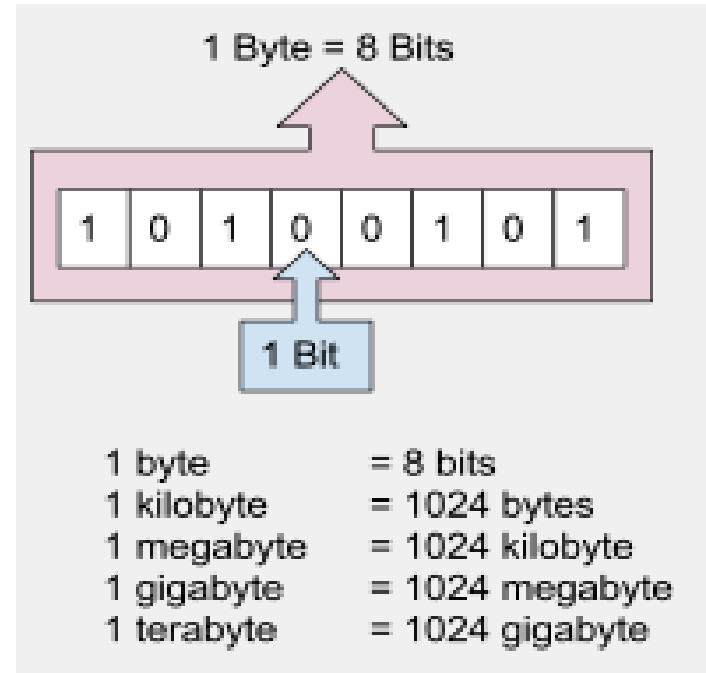


1. Introduction

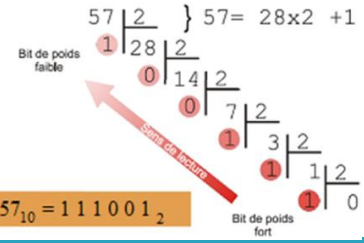


- The Byte (in English byte or capital B in notations) is a unit of information composed of 8 bits.

Example, it allows you to store (Save) a **character** such as a letter or a number.

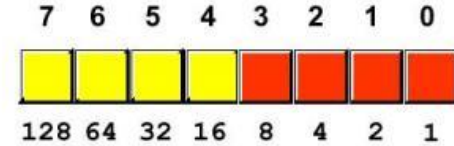


1. Introduction

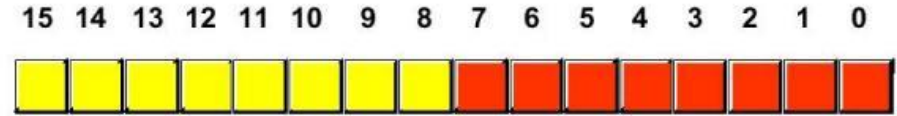


- A unit of information made up of 16 bits is generally called **a word**.
- A unit of information 32 bits long is called **a double word**, hence the name dword.

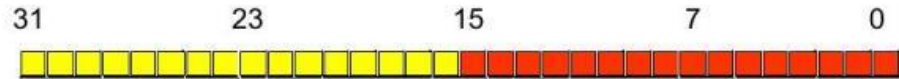
Byte



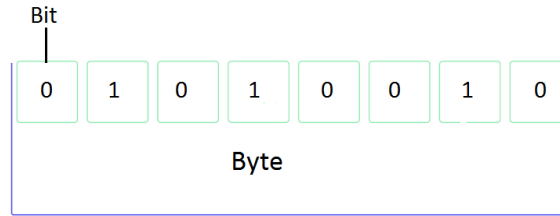
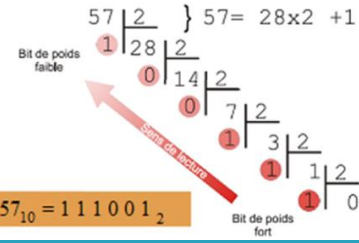
Word



DWord



1. Introduction



8 bits = 1 Byte

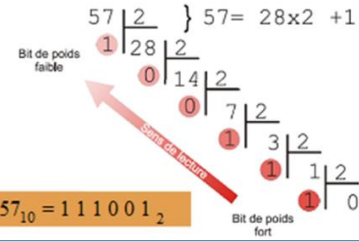
Nom	Symbole	Taille
Kilo-octet	ko	10^3
Méga-octet	Mo	10^6
Giga-octet	Go	10^9
Tera-octet	To	10^{12}
Peta-octet	Po	10^{15}

Nom	Symbole	Taille
Kibi-octet	kio	2^{10}
Mébi-octet	Mio	2^{20}
Gibi-octet	Gio	2^{30}
Tebi-octet	Tio	2^{40}
Pebi-octet	Pio	2^{50}

2. The basics of numbering

- **Base 10**

- We use the decimal system (**base 10**) in our **daily activities**. This system is based on ten symbols, from 0 to 9.



General rule

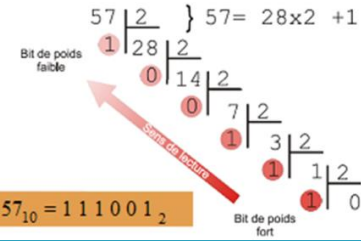
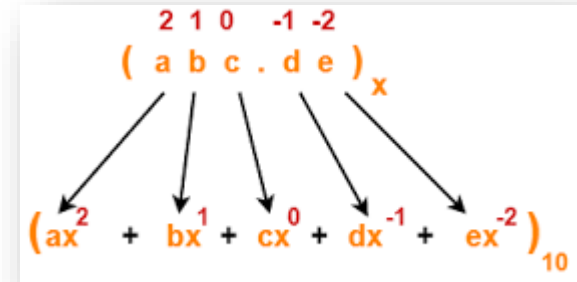
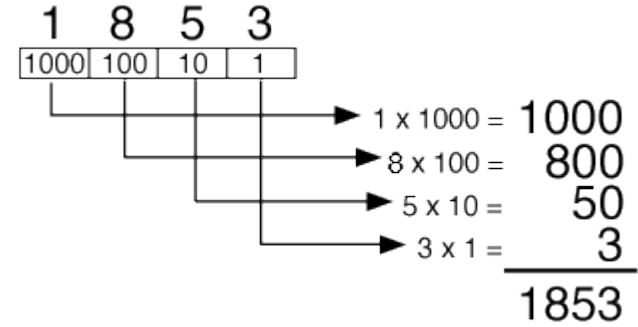
$$\begin{array}{cccccc}
 & 2 & 1 & 0 & -1 & -2 \\
 & (& a & b & c & . & d & e &) & x \\
 & \swarrow & \downarrow & \downarrow & \downarrow & \downarrow \\
 (& ax^2 & + & bx^1 & + & cx^0 & + & dx^{-1} & + & ex^{-2} &)_{10}
 \end{array}$$

2. The basics of numbering

- Base 10

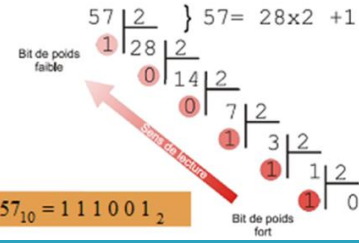
- Example:

Coding $(2092)_{10} = (\dots\dots\dots)_{10}$



2. The basics of numbering

- **Base 2**

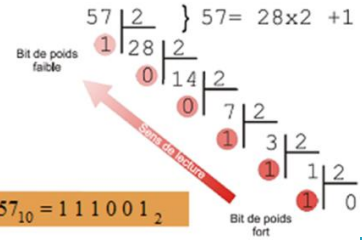


- In computer science, the binary system (**base 2**) is very frequently used since Boolean algebra is the basis of digital electronics.
- Two symbols are enough: **0** and **1**.

2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0	
0	0	0	0	0	0	0	0	0
128	64	32	16	8	4	2	1	1

2. The basics of numbering

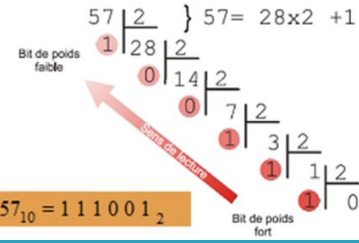
- **Bases (2 – 8 – 16):**



- **Binary system (b=2):** uses two numbers: {0,1} It is with this system that computers work,
- **Octal System (b=8):** uses eight digits: {0,1,2,3,4,5,6,7} Used some time ago in IT. It allows 3 bits to be encoded with a single symbol.
- **Hexadecimal system (b=16):** uses 16 digits: {0,1,2,3,4,5,6,7,8,9,A=10, B=11 C=12, D=13,E= 14,F=15}. This base is widely used in the world of microcomputers. It allows 4 bits to be encoded by a single symbol.

3. Transcoding (Basic conversion)

تحويل الترميز



Is the operation which allows you to go from the representation of a number expressed in one base to the representation of the same number but expressed in another base.

هي العملية التي تسمح لك بالانتقال من تمثيل رقم معبر عنه في قاعدة واحدة إلى تمثيل نفس الرقم ولكن معبر عنه في قاعدة أخرى.

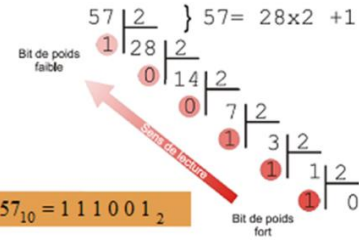
3. Transcoding (Basic conversion)

Rule 1 : (From 10 to 2, 8, 16)

Convert from lower order to higher order.

- 1 .. Mark the number of the number lowest to highest power from 0 to the end of the order (from right to left)
2. Take the lowest order base to the sign power and multiply it by the distinct number of the base.

BIT#:	7	6	5	4	3	2	1	0
	0	0	1	0	1	1	0	1
VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

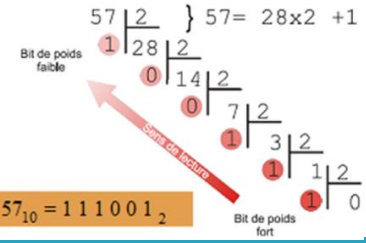


التحويل من الترتيب الأدنى إلى الترتيب الأعلى.

1. ضع علامة على رقم الرقم الأدنى إلى الأعلى قوة من 0 إلى نهاية الترتيب (من اليمين إلى اليسار)
2. خذ قاعدة الترتيب الأدنى إلى قوة العلامة واضربها بالرقم المميز للقاعدة.

3. Transcoding (Basic conversion)

1. Transcoding from base 10 to base b

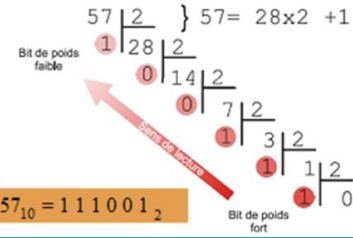


The rule to follow is successive divisions:

- Then the quotient by the base b
- So on until obtaining a zero quotient
- The sequence of remains corresponds to the symbols of the target base.
- We divide the number by the base b.

3. Transcoding (Basic conversion)

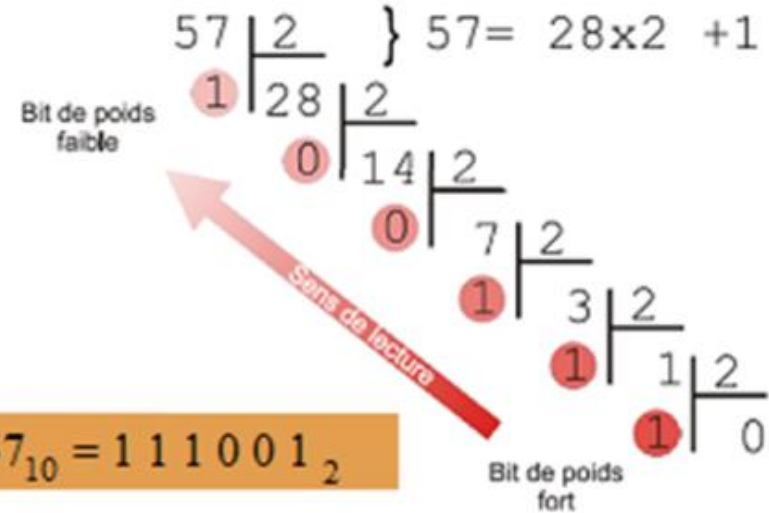
1. Transcoding from base 10 to base b



Example1:

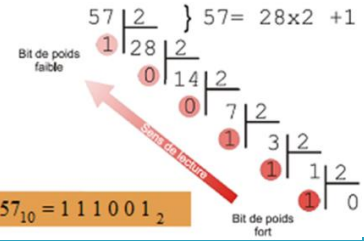
Convert decimal number **57** to base 2. (Decimal to Binary).

- This involves making a series of Euclidean divisions by 2.
- The result will be the juxtaposition of the remainders.



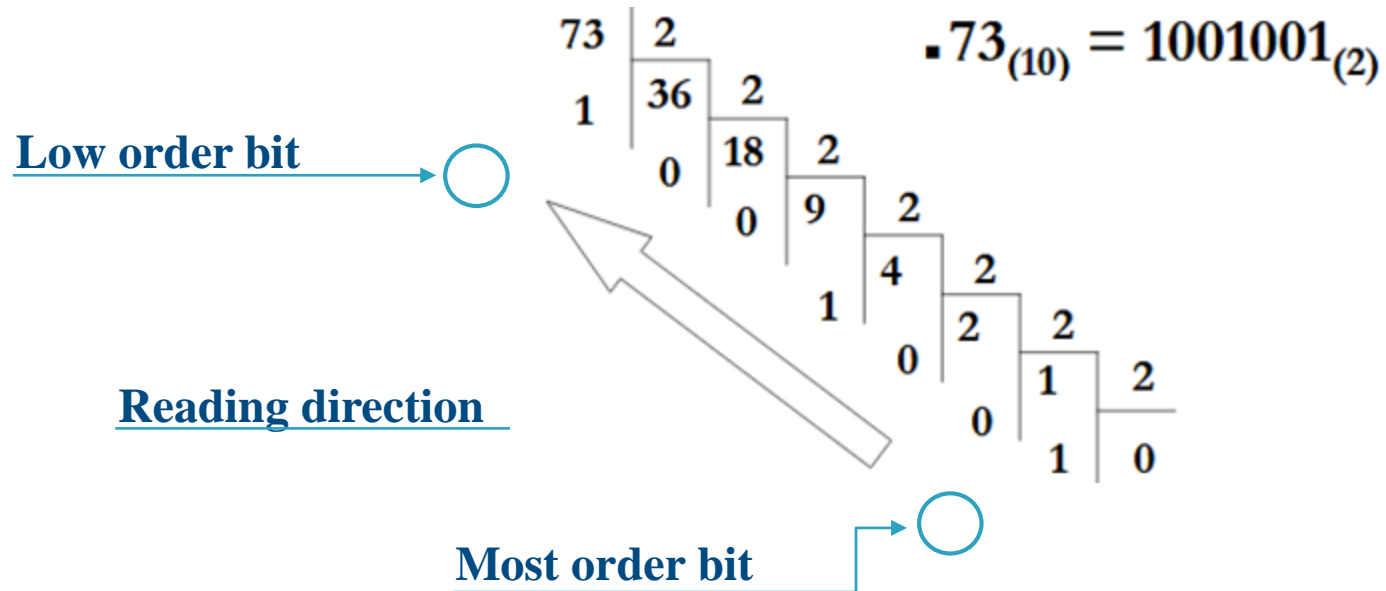
3. Transcoding (Basic conversion)

1. Transcoding from base 10 to base b



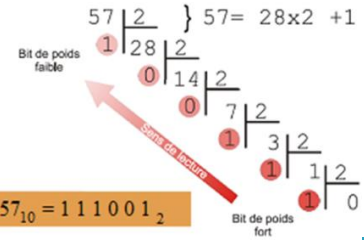
Example 2:

Convert decimal number 73 to base 2. (Decimal to Binary).



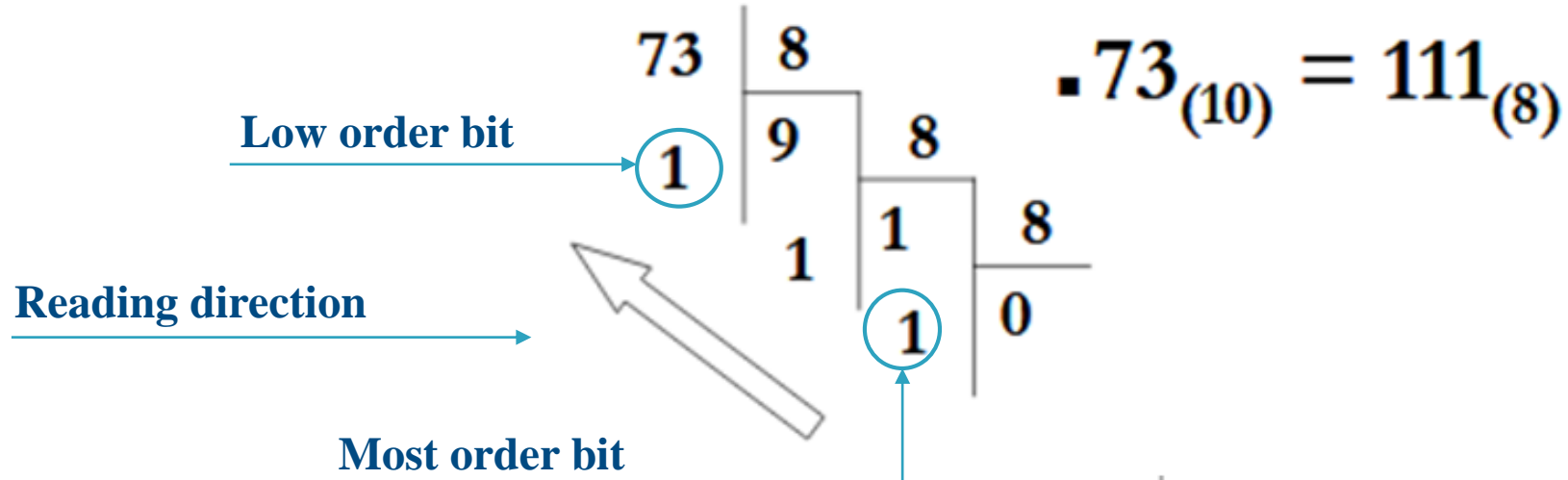
3. Transcoding (Basic conversion)

1. Transcoding from base 10 to base b



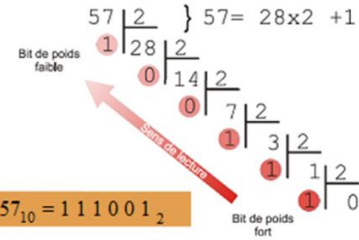
Example3:

Convert decimal number 73 to base 8. (Decimal to Octel). This involves making a series of Euclidean divisions by 8. The result will be the juxtaposition of the remainders.



3. Transcoding (Basic conversion)

1. Transcoding from base 10 to base b



Example 4: Convert decimal number 335 to base 16. (Decimal to hexadecimal). This involves making a series of Euclidean divisions by 2. The result will be the juxtaposition of the remainders.

$$\begin{array}{r}
 335_{(10)} \mid 16 \\
 \hline
 15 \quad 20 \quad 16 \\
 \mid \quad \mid \\
 4 \quad 1 \quad 16 \\
 \mid \quad \mid \\
 1 \quad 0
 \end{array}$$

$335_{(10)} = 14F_{(16)} \quad (15=F)$

intuitive method
successive subtractions

$$\begin{array}{r}
 16^2 \quad 16^1 \quad 16^0 \\
 256 \quad 16 \quad 1 \\
 1 \quad 4 \quad F
 \end{array}$$

3. Transcoding (Basic conversion)

2. From binary base to base b

First solution: Convert the number in **binary base to decimal base** then convert this number in **base 10 to base b**.

BIT#:	7	6	5	4	3	2	1	0
	0	0	1	0	1	1	0	1
VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

Ex

■ $10010_{(2)} = ?_{(8)}$

■ $10010_{(2)} = 2^4 + 2_{(10)} = 18_{(10)} = 2 * 8^1 + 2 * 8^0_{(10)} = 22_{(8)}$

3. Transcoding (Basic conversion)

BIT#: 7 6 5 4 3 2 1 0

0 0 1 0 1 1 0 1

VALUE: 2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0
128 64 32 16 8 4 2 1

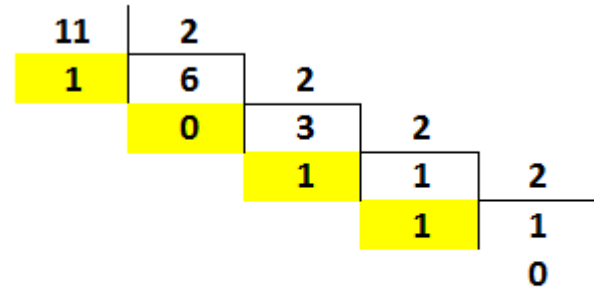
2. From binary base to base b

First solution: Convert the number in binary base to decimal base then convert this number in base 10 to base b.

$$1011_{(2)} = (1 \times 2^3) + (0 \times 2^2) + (1 \times 2^1) + (1 \times 2^0)$$

$$1011_{(2)} = (1 \times 8) + (0 \times 4) + (1 \times 2) + (1 \times 1)$$

$$1011_{(2)} = 11_{(10)}$$



$$(11)_{10} = (10011)_2$$

3. Transcoding (Basic conversion)

BIT#:	7	6	5	4	3	2	1	0
	0	0	1	0	1	1	0	1
VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

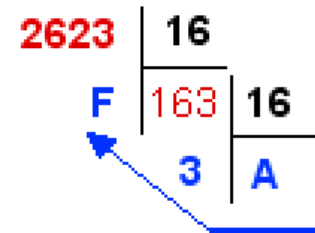
3. From a base to base b

First solution: Convert the number in binary base to decimal base then convert this number in base 10 to base b.

$$A3F_{(16)} = (A \times 16^2) + (3 \times 16^1) + (F \times 16^0)$$

$$A3F_{(16)} = (10 \times 256) + (3 \times 16) + (15 \times 1)$$

$$A3F_{(16)} = 2560 + 48 + 15 = 2623_{(10)}$$



3. Transcoding (Basic conversion)

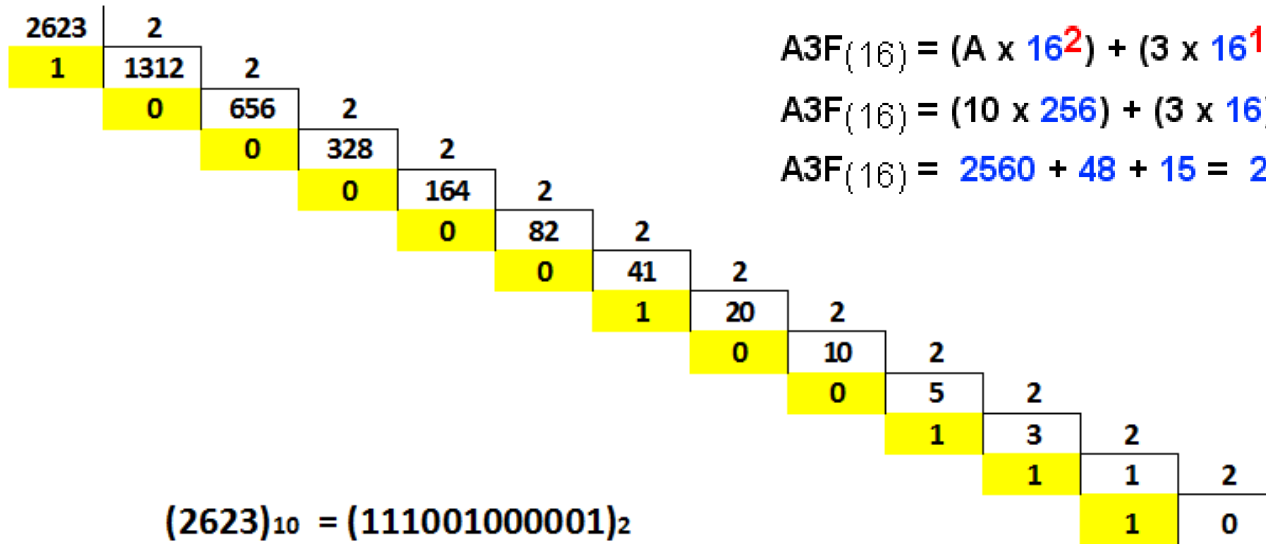
BIT#: 7 6 5 4 3 2 1 0

0	0	1	0	1	1	0	1
---	---	---	---	---	---	---	---

VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

4. From binary base to base b

First solution: Convert the number in binary base to decimal base then convert this number in base 10 to base b.



$$A3F_{(16)} = (A \times 16^2) + (3 \times 16^1) + (F \times 16^0)$$

$$A3F_{(16)} = (10 \times 256) + (3 \times 16) + (15 \times 1)$$

$$A3F_{(16)} = 2560 + 48 + 15 = 2623_{(10)}$$

3. Transcoding (Basic conversion)

BIT#:	7	6	5	4	3	2	1	0
	0	0	1	0	1	1	0	1
VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

4. From binary base to base b

Second solution:

- Binary to octal: grouping the bits into subsets of three bits then replacing each group with the corresponding symbol in base 8. (Table_1)
- Binary to Hexadecimal: grouping the bits into subsets of four bits then replacing each group with the corresponding symbol in base 16. (Table_2).
- Convert the number in binary base to decimal base then convert this number in base 10 to base b.

3. Transcoding (Basic conversion)

BIT#:	7	6	5	4	3	2	1	0
	0	0	1	0	1	1	0	1
VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

4. From binary base to base b

Second solution:

Binary to octal: grouping the bits into subsets of three bits then replacing each group with the corresponding symbol in base 8. (Table_1)

Correspondance Octale \ Binaire

Symbole Octale	suite binaire
0	000
1	001
2	010
3	011
4	100
5	101
6	110
7	111

(Table_1)

3. Transcoding (Basic conversion)

BIT#:	7	6	5	4	3	2	1	0
	0	0	1	0	1	1	0	1
VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

4. From binary base to base b

Deuxième solution :

- **Binary to Hexadecimal:**

Grouping the bits into subsets of four bits then replacing each group with the corresponding symbol in base 16. (Table_2). Convert the number in binary base to decimal base then convert this number in base 10 to base b.

Correspondance Hexadécimale \ Binaire

Hexadécimale \ Binaire			
S. Hexad.	suite binaire	S. Hexad.	suite binaire
0	0000	8	1000
1	0001	9	1001
2	0010	A	1010
3	0011	B	1011
4	0100	C	1100
5	0101	D	1101
6	0110	E	1110
7	0111	F	1111

(Table_2)

3. Transcoding (Basic conversion)

BIT#: 7 6 5 4 3 2 1 0

0 0 1 0 1 1 0 1

VALUE: 2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0
128 64 32 16 8 4 2 1

4. From binary base to base b

Correspondence table

BASE 10	BASE 2 (16)	BASE 16	BASE (8)
0	0000	0	000
1	0001	1	001
2	0010	2	010
3	0011	3	011
4	0100	4	100
5	0101	5	101
6	0110	6	110
7	0111	7	111
8	1000	8	
9	1001	9	
10	1010	A	
11	1011	B	
12	1100	C	
13	1101	D	
14	1110	E	
15	1111	F	

(Table_3)

3. Transcoding (Basic conversion)

BIT#: 7 6 5 4 3 2 1 0

0 0 1 0 1 1 0 1

VALUE: 2^7 2^6 2^5 2^4 2^3 2^2 2^1 2^0
128 64 32 16 8 4 2 1

4. From binary base to base b

Examples:

4			2			1		
1	0	0	0	1	0	0	0	1
8	7	6	5	4	3	2	1	0
2^8				2^4				2^0
256				16				1
273								

A62 = 5142

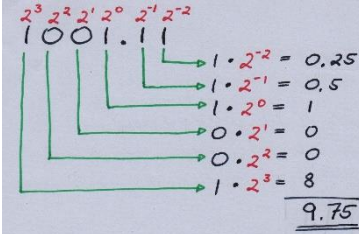
A				6				2							
1	0	1	0	0	1	1	0	0	0	1	0				
5				1				4				2			

7015 = E0D

7				0				1				5			
1	1	1	0	0	0	0	0	0	0	1	1	0	1		
E				0				D							

4. Coding of real numbers and signed numbers:

1. Real numbers



- A real number is represented in decimal by:

$$d_m d_{m-1} \dots d_1 d_0 . d_{-1} d_{-2} \dots d_{-n}$$

To go from a decimal real number to binary we use the following method:

1-Division the entire part by 2.

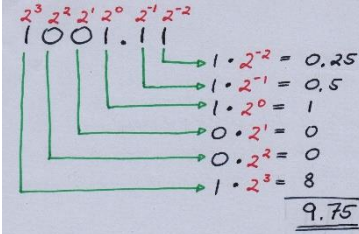
2-Multiply the fractional part by 2.

- In binary, a real number is represented by the following form:

$$b_m b_{m-1} \dots b_1 b_0 . b_{-1} b_{-2} \dots b_{-n}$$

4. Coding of real numbers and signed numbers:

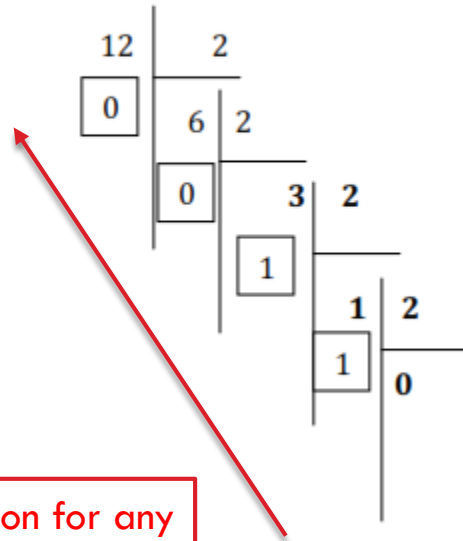
1. Real numbers



Examples 01:

$$(12.55)_2 = (1100.1000110\dots)_2$$

La partie entière $(12)_{10} = (1100)_2$



The fractional part $(0.55)_{10} = (1000110\dots)_2$

$$0.55 \times 2 = 1.10$$

$$0.10 \times 2 = 0.2$$

$$0.2 \times 2 = 0.4$$

$$0.4 \times 2 = 0.8$$

$$0.8 \times 2 = 1.6$$

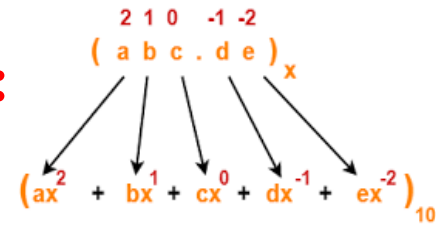
$$0.6 \times 2 = 1.2$$

$$0.2 \times 2 = 0.4$$

⋮
⋮

We define a similar notation for any binary number representing a real

4. Coding of real numbers and signed numbers:



1. Real numbers

Examples 02: the number **(1010.101)** represents the following sum:

$$1010,101 = 8 + 0 + 2 + 0 + \frac{1}{2} + \frac{0}{4} + \frac{1}{8}$$

Here we divide by powers of 2 instead of powers of 10 in decimal. Or, in decimal writing:

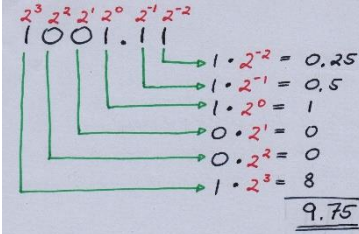
$$8 + 2 + 0.5 + 0.125 = 10.625$$

In another form:

$$1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 + 1 \times 2^{-1} + 0 \times 2^{-2} + 1 \times 2^{-3}$$

4. Coding of real numbers and signed numbers:

2. Signed numbers



Coding signed numbers

To go from a negative number in decimal to binary, simply calculate:

The 1's complement and the 2's complement.

$$(17)_{10} = (0 \ 00 \ 10001)_2$$

1's complement of 1

$$11101110$$

2's complement of 2

$$11101110 +$$

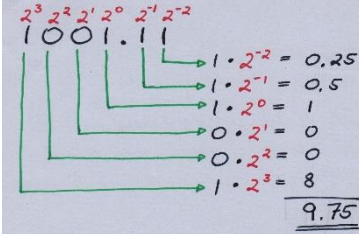
1

$$\underline{\underline{11101111}} = (-17)_{10}$$

Bit 1 indicates that the sign is negative

5. Binary Arithmetic

Binary arithmetic is essential part of all the digital computers and many other digital system.



Binary Addition

It is a key for binary subtraction, multiplication, division. There are four rules of binary addition.

Case	A	+	B	Sum	Carry
1	0	+	0	0	0
2	0	+	1	1	0
3	1	+	0	1	0
4	1	+	1	0	1

In fourth case, a binary addition is creating a sum of 0 .e.i (10 =1 +1 is written in the given column and a carry of 1 over to the next column.

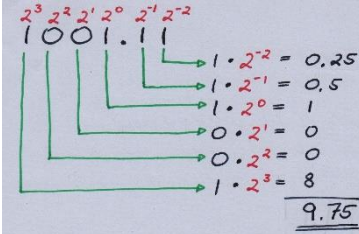
Example – Addition

$$0011010 + 001100 = 00100110$$

$$\begin{array}{r}
 11 \quad \text{carry} \\
 0011010 = 26_{10} \\
 +0001100 = 12_{10} \\
 \hline
 0100110 = 38_{10}
 \end{array}$$

5. Binary Arithmetic

Binary arithmetic is essential part of all the digital computers and many other digital system.



Binary Subtraction

Subtraction and Borrow, these two words will be used very frequently for the binary subtraction. There are four rules of binary subtraction.

Case	A - B	Subtract	Borrow
1	0 - 0	0	0
2	1 - 0	1	0
3	1 - 1	0	0
4	0 - 1	0	1

Binary Subtraction

$$0011010 - 001100 = 00001110$$

$$\begin{array}{r}
 11 \quad \text{borrow} \\
 00\cancel{1}1010 = 26_{10} \\
 -0001100 = 12_{10} \\
 \hline
 0001110 = 14_{10}
 \end{array}$$

6. ASCII Code

BIT#:	7	6	5	4	3	2	1	0
	0	0	1	0	1	1	0	1
VALUE:	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
	128	64	32	16	8	4	2	1

The ASCII standard (usually pronounced “aski”) allows all kinds of machines to store, analyze and communicate textual information. In particular, almost all personal computers and workstations use ASCII encoding.

Codes 0 to 31 are not characters. They are called control characters because they allow actions such as: carriage return (13).

Codes 32 to 64 represent symbols such as: the symbol + is associated with (43).

Codes 65 to 90 represent capital letters such as: the character A is associated with (65).

Codes 97 to 122 represent lowercase letters such as: the character a is associated with (97)

6. ASCII Code

The following table contains all the printable characters of the basic ASCII standard :

Character	Decimal Number	Binary Number	Character	Decimal Number	Binary Number
blank space	32	0010 0000	^	94	0101 1110
!	33	0010 0001	-	95	0101 1111
“	34	0010 0010	`	96	0110 0000
#	35	0010 0011	a	97	0110 0001
\$	36	0010 0100	b	98	0110 0010
A	65	0100 0001	c	99	0110 0011
B	66	0100 0010	d	100	0110 0100
C	67	0100 0011	e	101	0110 0101
D	68	0100 0100	f	102	0110 0110
E	69	0100 0101	g	103	0110 0111
F	70	0100 0110	h	104	0110 1000
G	71	0100 0111	i	105	0110 1001
H	72	0100 1000	j	106	0110 1010
I	73	0100 1001	k	107	0110 1011
J	74	0100 1010	l	108	0110 1100
K	75	0100 1011	m	109	0110 1101
L	76	0100 1100	n	110	0110 1110
M	77	0100 1101	o	111	0110 1111
N	78	0100 1110	p	112	0111 0000
O	79	0100 1111	q	113	0111 0001
P	80	0101 0000	r	114	0111 0010
Q	81	0101 0001	s	115	0111 0011
R	82	0101 0010	t	116	0111 0100
S	83	0101 0011	u	117	0111 0101
T	84	0101 0100	v	118	0111 0110
U	85	0101 0101	w	119	0111 0111
V	86	0101 0110	x	120	0111 1000
W	87	0101 0111	y	121	0111 1001
X	88	0101 1000	z	122	0111 1010
Y	89	0101 1001	{	123	0111 1011
Z	90	0101 1010		124	0111 1100
[91	0101 1011	}	125	0111 1101
/	92	0101 1100	~	126	0111 1110
]	93	0101 1101			

6. ASCII Code

32	46	,	60	<	74	J	88	X	102	f	115	t	
33	!	47	/	61	=	75	K	89	Y	103	g	116	u
34	"	48	0	62	>	76	L	90	Z	104	h	117	v
35	#	49	1	63	?	77	M	91	[105	i	118	w
36	€	50	2	64	@	78	N	92	\	106	j	119	x
37	€	51	3	65	A	79	O	93]	107	k	120	y
38	€	52	4	66	B	80	P	94	^	108	l	121	z
39	'	53	5	67	C	81	Q	95	_	109	m		
40	(54	6	68	D	82	R	96	`	111	n		
41)	55	7	69	E	83	S	97	a	110	o		
42	*	56	8	70	F	84	T	98	b	111	p		
43	+	57	9	71	G	85	U	99	c	112	q		
44	,	58	:	72	H	86	V	100	d	113	r		
45	-	59	;	73	I	87	W	101	e	114	s		

The following table contains all the printable characters of the basic ASCII standard :

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL (null)	32	20	040	€#32;	Space	64	40	100	€#64;	@	96	60	140	€#96;	`
1	1	001	SOH (start of heading)	33	21	041	€#33;	!	65	41	101	€#65;	A	97	61	141	€#97;	a
2	2	002	STX (start of text)	34	22	042	€#34;	"	66	42	102	€#66;	B	98	62	142	€#98;	b
3	3	003	ETX (end of text)	35	23	043	€#35;	#	67	43	103	€#67;	C	99	63	143	€#99;	c
4	4	004	EOT (end of transmission)	36	24	044	€#36;	\$	68	44	104	€#68;	D	100	64	144	€#100;	d
5	5	005	ENQ (enquiry)	37	25	045	€#37;	€	69	45	105	€#69;	E	101	65	145	€#101;	e
6	6	006	ACK (acknowledge)	38	26	046	€#38;	€	70	46	106	€#70;	F	102	66	146	€#102;	f
7	7	007	BEL (bell)	39	27	047	€#39;	'	71	47	107	€#71;	G	103	67	147	€#103;	g
8	8	010	BS (backspace)	40	28	050	€#40;	(72	48	110	€#72;	H	104	68	150	€#104;	h
9	9	011	TAB (horizontal tab)	41	29	051	€#41;)	73	49	111	€#73;	I	105	69	151	€#105;	i
10	A	012	LF (NL line feed, new line)	42	2A	052	€#42;	*	74	4A	112	€#74;	J	106	6A	152	€#106;	j
11	B	013	VT (vertical tab)	43	2B	053	€#43;	+	75	4B	113	€#75;	K	107	6B	153	€#107;	k
12	C	014	FF (NP form feed, new page)	44	2C	054	€#44;	,	76	4C	114	€#76;	L	108	6C	154	€#108;	l
13	D	015	CR (carriage return)	45	2D	055	€#45;	-	77	4D	115	€#77;	M	109	6D	155	€#109;	m
14	E	016	SO (shift out)	46	2E	056	€#46;	.	78	4E	116	€#78;	N	110	6E	156	€#110;	n
15	F	017	SI (shift in)	47	2F	057	€#47;	/	79	4F	117	€#79;	O	111	6F	157	€#111;	o
16	10	020	DLE (data link escape)	48	30	060	€#48;	0	80	50	120	€#80;	P	112	70	160	€#112;	p
17	11	021	DC1 (device control 1)	49	31	061	€#49;	1	81	51	121	€#81;	Q	113	71	161	€#113;	q
18	12	022	DC2 (device control 2)	50	32	062	€#50;	2	82	52	122	€#82;	R	114	72	162	€#114;	r
19	13	023	DC3 (device control 3)	51	33	063	€#51;	3	83	53	123	€#83;	S	115	73	163	€#115;	s
20	14	024	DC4 (device control 4)	52	34	064	€#52;	4	84	54	124	€#84;	T	116	74	164	€#116;	t
21	15	025	NAK (negative acknowledge)	53	35	065	€#53;	5	85	55	125	€#85;	U	117	75	165	€#117;	u
22	16	026	SYN (synchronous idle)	54	36	066	€#54;	6	86	56	126	€#86;	V	118	76	166	€#118;	v
23	17	027	ETB (end of trans. block)	55	37	067	€#55;	7	87	57	127	€#87;	W	119	77	167	€#119;	w
24	18	030	CAN (cancel)	56	38	070	€#56;	8	88	58	130	€#88;	X	120	78	170	€#120;	x
25	19	031	EM (end of medium)	57	39	071	€#57;	9	89	59	131	€#89;	Y	121	79	171	€#121;	y
26	1A	032	SUB (substitute)	58	3A	072	€#58;	:	90	5A	132	€#90;	Z	122	7A	172	€#122;	z
27	1B	033	ESC (escape)	59	3B	073	€#59;	;	91	5B	133	€#91;	[123	7B	173	€#123;	{
28	1C	034	FS (file separator)	60	3C	074	€#60;	<	92	5C	134	€#92;	\	124	7C	174	€#124;	
29	1D	035	GS (group separator)	61	3D	075	€#61;	=	93	5D	135	€#93;]	125	7D	175	€#125;	}
30	1E	036	RS (record separator)	62	3E	076	€#62;	>	94	5E	136	€#94;	^	126	7E	176	€#126;	~
31	1F	037	US (unit separator)	63	3F	077	€#63;	?	95	5F	137	€#95;	_	127	7F	177	€#127;	DEL

Source: www.LookupTables.com

Extended ASCII Codes

128	Ç	144	É	160	á	176	☒	192	L	208	Ł	224	α	240	=
129	ù	145	æ	161	í	177	☓	193	ł	209	ł	225	β	241	±
130	é	146	Æ	162	ó	178	☑	194	Ł	210	Ł	226	Γ	242	≥
131	à	147	ø	163	ú	179		195	ł	211	ł	227	π	243	≤
132	á	148	ö	164	ÿ	180	+	196	-	212	ł	228	Σ	244	∫
133	â	149	ò	165	ÿ	181	+	197	+	213	ł	229	σ	245	J
134	ã	150	û	166	•	182	+	198	+	214	ł	230	μ	246	+
135	ç	151	ü	167	°	183	+	199	+	215	ł	231	τ	247	±
136	è	152	ý	168	¿	184	+	200	+	216	+	232	φ	248	°
137	é	153	Û	169	ƒ	185	+	201	ƒ	217	J	233	⊙	249	.
138	ê	154	Ü	170	ƒ	186	+	202	ƒ	218	ƒ	234	Ω	250	.
139	í	155	é	171	½	187	+	203	ƒ	219	■	235	δ	251	√
140	î	156	ê	172	¾	188	+	204	ƒ	220	■	236	∞	252	∆
141	ï	157	ë	173	ì	189	+	205	=	221	■	237	φ	253	z
142	Ä	158	Ë	174	«	190	J	206	†	222	■	238	ε	254	■
143	Å	159	ƒ	175	»	191	ƒ	207	±	223	■	239	∩	255	

Source: www.LookupTables.com

6. ASCII Code

ASCII to Binary, Part I

32	46	60	74	88	102	115
33	47	61	75	89	103	116
34	48	62	76	90	104	117
35	49	63	77	91	105	118
36	50	64	78	92	106	119
37	51	65	79	93	107	120
38	52	66	80	94	108	121
39	53	67	81	95	109	
40	54	68	82	96	110	
41	55	69	83	97	111	
42	56	70	84	98	112	
43	57	71	85	99	113	
44	58	72	86	100	114	
45	59	73	87	101	115	

Using the [ASCII conversion chart](#) (see handout) and the Binary/Hexadecimal table above, answer the following questions.

1. What is the hexadecimal representation for the string ""?
2. What is the binary representation for the string "Hello"?

1. Hello = H e l l o = (72 101 108 108 110)₁₀ = (48 65 6C 6C 6E)

2. Hello = H e l l o = (72 101 108 108 110)₁₀ = (01001000 01100101 01101100 01101100 01101110)

6. ASCII Code

ASCII to Binary, Part I

32	46	60	74	88	102	115
33	47	61	75	89	103	116
34	48	62	76	90	104	117
35	49	63	77	91	105	118
36	50	64	78	92	106	119
37	51	65	79	93	107	120
38	52	66	80	94	108	121
39	53	67	81	95	109	
40	54	68	82	96	110	
41	55	69	83	97	111	
42	56	70	84	98	112	
43	57	71	85	99	113	
44	58	72	86	100	114	
45	59	73	87	101	115	

Consider the following binary code :

- Express the binary code above in hexadecimal (all on one line) .
- If these numbers represent an ASCII string, what string do they represent ?

		d					
		100					
01000111	01101111	01100100	00100000	01110000	01110010	01101111	01110100

				G			
				71			
01100101	01100011	01110100	00100000	01000111	01100001	01111001	01100001

6. ASCII Code

ASCII to Binary, Part I

32	46	60	74	88	102	115
33	47	61	75	89	103	116
34	48	62	76	90	104	117
35	49	63	77	91	105	118
36	50	64	78	92	106	119
37	51	65	79	93	107	120
38	52	66	80	94	108	121
39	53	67	81	95	109	
40	54	68	82	96	110	
41	55	69	83	97	111	
42	56	70	84	98	112	
43	57	71	85	99	113	
44	58	72	86	100	114	
45	59	73	87	101	115	

Solution:

God protect Gaza!

G	o	d		p	r	o	t
71	110	100	32	111	113	110	115
01000111	01101111	01100100	00100000	01110000	01110010	01101111	01110100

e	c	t		G	a	z	a	!
101	99	115	32	71	97	121	71	33
01100101	01100011	01110100	00100000	01000111	01100001	01111001	01100001	00100001

6. ASCII Code

ASCII to Binary, Part II

32	!	46	,	60	<	74	J	88	X	102	f	115	c
33	"	47	/	61	=	75	K	89	Y	103	g	116	d
34	#	48	0	62	>	76	L	90	Z	104	h	117	e
35	\$	49	1	63	?	77	M	91	[105	i	118	f
36	%	50	2	64	@	78	N	92	\	106	j	119	g
37	&	51	3	65	A	79	O	93]	107	k	120	h
38	'	52	4	66	B	80	P	94	^	108	l	121	i
39	(53	5	67	C	81	Q	95	_	109	m		
40)	54	6	68	D	82	R	96	`	111	n		
41	*	55	7	69	E	83	S	97	a	110	o		
42	+	56	8	70	F	84	T	98	b	111	p		
43	=	57	9	71	G	85	U	99	c	112	q		
44	-	58	:	72	H	86	V	100	d	113	r		
45	.	59	;	73	I	87	W	101	e	114	s		

Think of a word or short phrase in English, encode it in binary, and then send it to someone else to decode. Your word or phrase must be at least six letters long; Don't make it too long, either for your sake or for the person who will be decoding it. Make sure it is appropriate to give it to anyone else in the class to decode.

فكر في كلمة أو عبارة قصيرة باللغة الإنجليزية، وقوم بتشفيرها بالنظام الثنائي، ثم أرسلها لشخص آخر لفك تشفيرها. يجب أن تتكون كلمتك أو عبارتك من ستة أحرف على الأقل؛ لا تجعلها طويلة، سواء من أجلك أو من أجل الشخص الذي سيقوم بفك شفرتها. تأكد من أنه من المناسب إعطاؤها لأي شخص آخر في الفصل لفك التشفير.

6. ASCII Code

ASCII to Binary, Part II

32	,	46	.	60	<	74	J	88	X	102	f	115	c
33	!	47	/	61	=	75	K	89	Y	103	g	116	u
34	"	48	0	62	>	76	L	90	Z	104	h	117	v
35	#	49	1	63	?	77	M	91	[105	i	118	w
36	\$	50	2	64	@	78	N	92	\	106	j	119	x
37	%	51	3	65	A	79	O	93]	107	k	120	y
38	&	52	4	66	B	80	P	94	^	108	l	121	z
39	'	53	5	67	C	81	Q	95	_	109	m		
40	(54	6	68	D	82	R	96	~	111	n		
41)	55	7	69	E	83	S	97	a	110	o		
42	*	56	8	70	F	84	T	98	b	111	p		
43	+	57	9	71	G	85	U	99	c	112	q		
44	,	58	:	72	H	86	V	100	d	113	r		
45	-	59	;	73	I	87	W	101	e	114	s		

1. Write down your word or phrase in English (on this page).
2. Express your word or phrase in hexadecimal. (Question: if you chose to represent a phrase, how do you represent the spaces between words?)
3. Express your word or phrase in binary.
4. Copy the binary representation of your word or phrase to a new word doc. Put your name somewhere on the word doc as well.
5. Give the word doc (via teams) containing the binary representation of your word or phrase to another student in the class, following the instructor's instructions. (Don't forget to make sure your name is on the word doc.)

1. اكتب كلمتك أو عبارتك باللغة الإنجليزية (في ورقة).

2. عبر عن كلمتك أو عبارة بالنظام السادس عشري. (سؤال: إذا اخترت تمثيل عبارة، فكيف تمثل المسافات بين الكلمات؟)

3. عبر عن كلمتك أو عبارة بالنظام الثنائي.

4. انسخ التمثيل الثنائي لكلمتك أو عبارتك (بالنظام الثنائي) إلى مستند جديد.

5. قم بتسليم الورقة الجديد إلى طالب آخر في الفصل. (لا تنس التأكد من كتابة اسمك على الورقة).

6. ASCII Code

Binary to ASCII, Part II

32	46	60	74	88	102	115
33	47	61	75	89	103	116
34	48	62	76	90	104	117
35	49	63	77	91	105	118
36	50	64	78	92	106	119
37	51	65	79	93	107	120
38	52	66	80	94	108	121
39	53	67	81	95	109	
40	54	68	82	96	110	
41	55	69	83	97	111	
42	56	70	84	98	112	
43	57	71	85	99	113	
44	58	72	86	100	114	
45	59	73	87	101	115	

1. What is the name of the person whose binary representation you are about to decode?
2. Write down the binary representation you received from that person.
3. Express that word or phrase in hexadecimal.
4. Write out the word or phrase in English.

1. ما هو اسم الشخص الذي أنت على وشك فك تشفير تمثيله الثنائي؟
2. اكتب التمثيل الثنائي الذي تلقيته من هذا الشخص.
3. قم بالتعبير عن هذه الكلمة أو العبارة بالنظام الست عشري.
4. اكتب الكلمة أو العبارة باللغة الإنجليزية.

*Thank
you*



For listening and following the course

Dr. BERHOUM Adel