

Data Representation and Problem Solving

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Bits, Bytes, Words...

1 *bit* is a storage unit that must contain either a 0 or a 1.

1 *byte* is a unit consisting of 8 bits.

A *word* is a group of one or more bytes.

(Pentium 4 is a 32-bit machine, 4 bytes per word.)

Data Representation

Analog (continuous) vs. Digital (discrete)

Signed-Magnitude Representation of Negative Numbers

Add an extra bit on the left to represent the sign.

Use 0 for the '+' sign, 1 for the '-' sign.

Example (3 bits allocated for the magnitude, 1 bit for the sign):

$0101 = 5_{10}$, $1101 = -5_{10}$.

Problems with the *signed-magnitude* representation:

- Two representations of 0: 0000 and 1000;
- Special logic is required to perform addition, subtraction, multiplication and division.

Ten's Complement Representation of Negative Numbers

- Limit the maximum number of decimal digits by k .
- Interpret the first half of numbers $(0, 1, \dots, (10^k/2)-1)$ as natural numbers. Interpret the other numbers as

$$\text{Negative}(m) = 10^k - m$$

- Example, $k=3$: $123 + (-455) = 123 + (1000 - 455) = 668_{10c} = -332_{10}$

Two's Complement Representation of Negative Numbers

- Representing

$$\text{Negative}(m) = 2^k - m,$$

where k is the number of bits used.

Example: $k=8$,

| | | |
|------------|-------------------|-----------------------|
| -125 | 10000011 | (256-125=131=1+2+128) |
| + <u>3</u> | + <u>00000011</u> | |
| -122 | 10000110 | “134”=Negative(122)) |

Overflow will occur if the result of addition exceeds 127: “128” (10000000) now serves as (-128)!

Representing Real Numbers

- *Scientific notation:*

$$.00508259 = 5.08259 \cdot 10^{-3} \rightarrow 5.08259\text{E-}3$$

The *decimal point* is kept to the right of the most significant (non-zero) digit.

- *Floating point:* A real value in Base 10

$$r = \text{sign} * \text{mantissa} * 10^{\text{exponent}}$$

The # of digits is fixed, but the point “floats”.

- In other bases, the analog of the decimal point is called a *radix point*.

Representing Real Numbers in Binary

$$r = \text{sign} * \text{mantissa} * 2^{\text{exponent}}$$

How to convert the fractional part from decimal to binary? Keep multiplying by the base and reading off the digits. Example:

$$17.875_{10} = 10001.111_2$$

$$17/2=8.5, 0.5*2=1; 8/2=4; 4/2=2; 2/2=1;$$

$$.875*2=1.75; 0.75*2=1.5; 0.5*2=1.$$

Representing Text

- Encoding characters *vs.* *formatting* (fonts, margins, tables, color, etc.)
- A *character set* is a list of characters and the codes used to represent them. How many characters do we need?..
- *ASCII* (American Standard Code for Information Interchange): Originally allowed 128 unique characters. The eighth bit was a *check bit*. *Latin-1 Extended ASCII character set*: 256 characters.

The Unicode Character Set

- 16 bits per character. $2^{16}=65536$ unique characters can be represented.
- The first 256 characters in the Unicode set correspond to those of the extended ASCII character set. (*“Backward compatibility”*.)

Program Development Cycle

1. **Analyze:** What should the output be? What data/input is necessary to obtain the output?
2. **Design:** Develop an algorithm – a logical sequence of precise steps that solve the problem
3. **Choose the interface:** Create command buttons and menus to allow the user to control the program
4. **Code:** Translate the algorithm into a programming language
5. **Test and debug:** Locate and remove any errors (“bugs”) in the program
6. **Complete the documentation:** For commercial programs, develop an instruction manual and on-line help

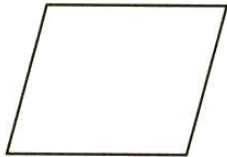
Flowchart Symbols



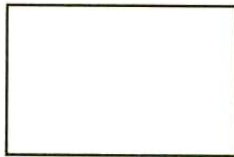
Flowline



Terminal



Input/Output



Processing



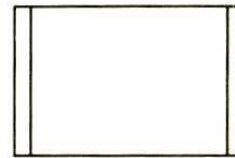
Decision



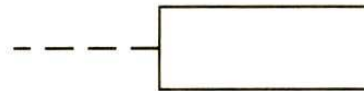
Connector



Offpage Connector

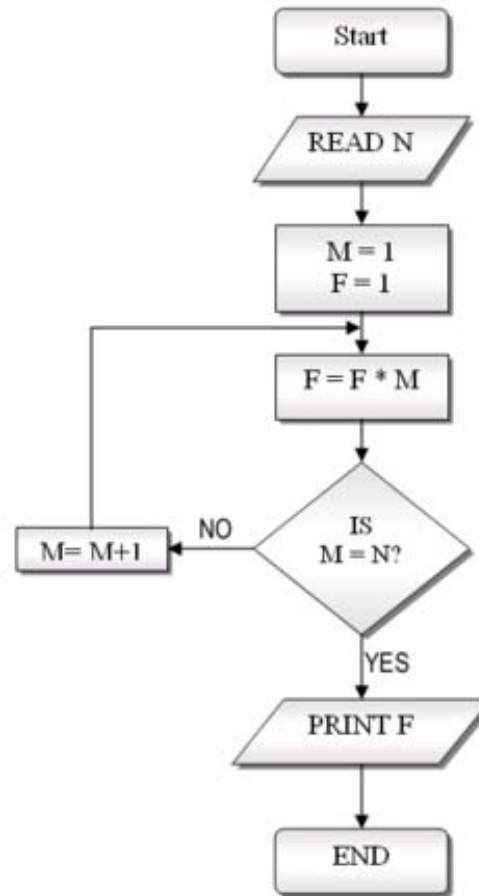


Predefined Process



Annotation

Sample Flowchart: Factorial



Pseudocode

Pseudocode is a compact and informal high-level description of a computer programming algorithm that uses the structural conventions of programming languages, but omits detailed subroutines, variable declarations or language-specific syntax. The programming language is augmented with natural language descriptions of the details, where convenient. Pseudocode generally does not actually obey the syntax rules of any particular language; there is no systematic standard form, although any particular writer will generally borrow the appearance of a particular language.