

# DATA REPRESENTATION

## Data

5 types of data that computers can convert to binary:

- 1) Numbers
- 2) Images
- 3) Characters
- 4) Sound
- 5) Units

## Characters

Character set: Characters available on a computer.

ASCII: The original standard character set, which assigned all characters a binary code and ASCII code value (using 8 bits = 256)

Unicode: New character set using 32 bits = 4 billion characters. Used to store characters, symbols and emoji's from different languages.

## Hex to Binary

4E

1. Split in half:  
4 and E.

2. Use below table to calculate binary value of each:

4 =

8	4	2	1
0	1	0	0

E =  
(11)

8	4	2	1
1	0	1	1

3. Combine  
Answer: 01001011

## Binary to Hex

0110 1110

1. Split in half  
0110 and 1110

2. Use below table to calculate hex value for each (follow denary rules)

0110 =

8	4	2	1
0	1	1	0

= 6

1110 =

8	4	2	1
1	1	1	0

= 14 (E)

3. Combine Answer: 6E

## Converting between Binary and Denary

Example - 00010110

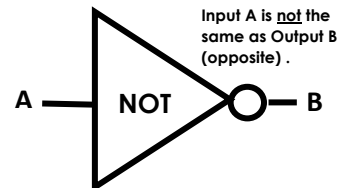
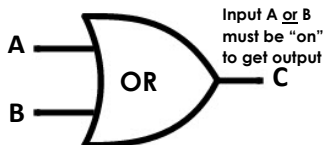
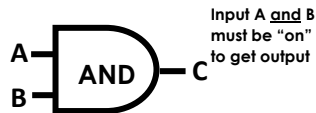
4. Draw out the table below and place the binary value into the table.

128	64	32	16	8	4	2	1
0	0	0	1	0	1	1	0

5. Add up the values turned "on".

$$16 + 4 + 2 = 22$$

## Logic Gates



## Truth Tables

A	B	C
1	1	1
1	0	0
0	1	0
0	0	0

A	B	C
1	1	1
1	0	1
0	1	1
0	0	0

A	B
1	0
0	1

## Converting between Denary and Binary

Example - 56

1. Draw out the table below:

128	64	32	16	8	4	2	1

2. Fill the table with 1's for values you want to use to make 56 and 0's with those you don't.

128	64	32	16	8	4	2	1
0	0	1	1	1	0	0	0

3. Check it (using Bin-Den method)

$$32 + 16 + 8 = 56 \checkmark$$

## Images

File Type	Description
Vector Image	Image made up of lines and shapes with properties e.g. fill colour, line style etc. (Used with basic graphics).
Bitmap Image	"Map of bits". - Image made using bits of data.
Resolution	The total number of pixels in the image. No of pixels across * no of pixels down
Pixel	A single point in an image.

## Hex

0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
										10	11	12	13	14	15

Uses a counting system of 16 values (0-15).  
1 hex value = 4 bits of data (nibble).