

Name \_\_\_\_\_

Lab Day \_\_\_\_\_

- 1) Perform the following operations in binary and give the 8-bit binary result. (Ignore any carries.) Convert each number (including the 8-bit result) to decimal assuming both unsigned and signed. Circle each decimal result that is incorrect. The first is done as an example.

	(a)	(b)
unsigned	signed	unsigned
254	11111110	-2
255	+ 11111111	-1
<b>253</b>	11111101	-3

  

	(a)	(b)
unsigned	signed	unsigned
	01111110	01111111
	+ 10000000	+ 01111100

	(c)	(d)
unsigned	signed	unsigned
	11111000	10111000
	+ 00000011	+ 01011101

  

	(e)	(f)
unsigned	signed	unsigned
	00011101	00011101
	+ 01101011	+ 01101011

	(g)	(h)
unsigned	signed	unsigned
	10101010	11100110
	- 11110011	- 01110101

- 2) Perform the following 8-bit by 8-bit multiplications in binary and give the 16-bit result. Assume the numbers are unsigned. The first answer is given so you can check your method.

	(a)	(b)
	00110011	01110111
	× 01010101	× 01010101
	00110011	11001010
	00000000	× 01101010
	00110011	
	00000000	
	00110011	
	00000000	
	00110011	
	00000000	
	00110011	
	00000000	
	0001000011101111	

- 3) on back side

3) Given the following

```
x = 0b00111101;           // assumed signed values
y = 0b10001110;
```

perform each operation and give the 8-bit binary result to the left of each problem. The first is already done as an example. Multiplication, division and modulo can be converted to decimal before performing, but all other operations should be done in binary. Show any work required.

```
00111110  x + 1
           x + y
           y - x
           x - y
           x * 2
           x / 8
           x % 8
           x / 10
           x % 10
           +x
           -x
           -y
           ~x
           ~y
           !x
           x << 2
           y << 2
           x >> 2
           y >> 2
           x & y
           x | y
           x ^ y
           1 && 0
           x && 0
           x && 1
           x && y
           x || 1
           x || y
           1 == 0
           x == 61
           x == y
           x != 12
           x != y
           x < y
           x <= y
           x > y
           x >= y
```