

Topic 4.5 – Data Representation

Fixed Point Binary

Specification content

4.5.4.4 Numbers with a fractional part

Content

Know how numbers with a fractional part can be represented in:

- fixed point form in binary in a given number of bits

Be able to convert for each representation from:

- decimal to binary of a given number of bits
- binary to decimal of a given number of bits.

Have you found the specification on bpcompsci.com yet? Let's look now...

Place value

Decimal

10^3	10^2	10^1	10^0	10^{-1}	10^{-2}
1000	100	10	1	0.1	0.01

What about in binary?

2^3	2^2	2^1	2^0	2^{-1}	2^{-2}
8	4	2	1	$\frac{1}{2}$	$\frac{1}{4}$

Fixed point binary

- When storing a fractional number, we have two parts to store:
 - The **integer part**
 - The **fractional part**
- Fixed point binary means deciding in advance where the binary point goes
 - This means we don't have to store that information
 - Example: 4 bits before the binary point, and 4 after
 - $11000101 \rightarrow 1100.0101$

Conversion demonstration

1. Convert 1011.1100 to decimal

11 $\frac{3}{4}$

2. Convert 7 $\frac{3}{8}$ to fixed point binary

0111.0110

Practice



Convert $6\frac{3}{4}$ into binary

0110.1100

Practice



Convert 1010.1011 into decimal

$$8 + 2 + \frac{1}{2} + \frac{1}{8} + \frac{1}{16} = 10\frac{11}{16}$$

Practice



Convert 5.1875 into binary

0101.0011

Practice



Convert 0100.0110 into decimal

$$4 + \frac{1}{4} + \frac{1}{8} = 4\frac{3}{8}$$

Practice



Convert 0.1 into binary

???

Compare the binary for 67 and 33.5.

Discuss: What do you notice?

Shifts

- Decimal
 - Shift left = multiply by 10
 - Shift right = divide by 10
- Binary
 - Shift left = multiply by 2
 - Shift right = divide by 2

Ada Computer Science Quiz



L104 – Fixed Point Binary

Topic 4.1 – Programming

Switch

Selection

- **Selection** is the process by which computers determine which course of action to take based on a condition
- A **condition** is an expression that evaluates to a Boolean (true or false)
- So far, we have seen `if` statements as a form of selection
- `switch` is the other form of selection you need to know about

Switch statements

- When there are multiple cases for a value, and we need to deal with each differently, a switch statement may come in handy

```
switch (mark)
{
    case 0:
        Console.WriteLine("Rating: Poor");
        break;
    case 1:
        Console.WriteLine("Rating: Good");
        break;
    default:
        Console.WriteLine("Invalid choice!");
        break;
}
```

Switch

Worksheet

W102 - C# Switch