

AQA Computer Science A-Level
4.5.1 Number Systems
Concise Notes



Specification:

4.5.1.1 Natural numbers:

Be familiar with the concept of a natural number and the set \mathbb{N} of natural numbers (including zero).

4.5.1.2 Integer numbers:

Be familiar with the concept of an integer and the set \mathbb{Z} of integers.

4.5.1.3 Rational numbers:

Be familiar with the concept of a rational number and the set \mathbb{Q} of rational numbers, and that this set includes the integers.

4.5.1.4 Irrational numbers:

Be familiar with the concept of an irrational number.

4.5.1.5 Real numbers :

Be familiar with the concept of a real number and the set \mathbb{R} of real numbers, which includes the natural numbers, the rational numbers and the irrational numbers.

4.5.1.6 Ordinal numbers:

Be familiar with the concept of ordinal numbers and their use to describe the numerical positions of objects.

4.5.1.7 Counting and measurement:

Be familiar with the use of:

- natural numbers for counting
- real numbers for measurement



Natural numbers

$$\mathbb{N} = \{0, 1, 2, 3, \dots\}$$

- All **positive whole numbers and zero**
- Can be **used for counting**
- The symbol for natural numbers is \mathbb{N}

Integer numbers

$$\mathbb{Z} = \{\dots -2, -1, 0, 1, 2, \dots\}$$

- **Whole numbers**
- Positive and negative
- Including zero
- The symbol for integers is \mathbb{Z}

Rational numbers

- Also called **quotients**
- Can (but do not necessarily) have a **fractional part**
- Can be **positive or negative**
- **Zero** is a rational number
- If a number can be written exactly as a **fraction**, then it is rational
- The symbol for rational numbers (quotients) is \mathbb{Q}

Irrational numbers

- **Cannot** be written exactly as a fraction
- They have **no symbol**

Examples include:

π

$\sqrt{2}$

e

$\sqrt{3}$



Real numbers

- All possible **real word quantities**
- All members of **irrational**, **rational**, **integers** and **natural** numbers are **real** numbers
- Given the symbol \mathbb{R}

Ordinal numbers

- Integers used to describe the **numerical positions** of objects **in relation to others**
- **Arrays** index items using ordinal numbers

Counting and measuring

- Use **natural numbers** for **counting** (**whole** numbers)
- Use **real numbers** for **measuring** (numbers with **fractional parts**)

