

0	1
---	---

A bit pattern is shown in **Figure 1**.

Figure 1

10011100

0	1	.	1
---	---	---	---

Convert the bit pattern shown in **Figure 1** into decimal.

[1 mark]

0	1	.	2
---	---	---	---

Convert the bit pattern shown in **Figure 1** into hexadecimal.

You should show your working.

[2 marks]

Answer: _____

0	2	.	1
---	---	---	---

Convert the decimal number 197 into binary.

[1 mark]

0	2	.	2
---	---	---	---

Convert the hexadecimal number A4 into decimal.

Show your working.

[2 marks]

Answer

0	3	.	1
---	---	---	---

What is the largest decimal number that can be represented using 5 bits?

[1 mark]

0	3	.	2
---	---	---	---

How many bits are there in 3 MB?

Show your working.

[2 marks]

Answer

0	4	.	1
---	---	---	---

State the **decimal** representation of the binary number 10010100

[1 mark]

0	4	.	2
---	---	---	---

State the **hexadecimal** representation of the binary number 10010100

[1 mark]

0	4	.	3
---	---	---	---

State the **hexadecimal** representation of the decimal number 143

You should show your working.

[2 marks]

Answer _____

0	4	.	4
---	---	---	---

State the **binary** representation of the hexadecimal number BE

You should show your working.

[2 marks]

Answer _____

0	4	.	5
---	---	---	---

Give **two** reasons why hexadecimal is often used instead of binary in computer science.

[2 marks]

1 _____

2 _____

0	5	.	1
---	---	---	---

Convert the binary number 11010100 into decimal.

[1 mark]

0	5	.	2
---	---	---	---

Convert the binary number 10111001 into hexadecimal.

You should show your working.

[2 marks]

0	5	.	3
---	---	---	---

State the largest decimal number that can be represented using 6 bits.

[1 mark]

0	6	.	1
---	---	---	---

 Convert the decimal number 171 into binary.

[1 mark]

0	6	.	2
---	---	---	---

Convert the hexadecimal number 2D into binary.

You should show your working.

[2 marks]

Answer _____

0	7
---	---

A bit pattern is shown in **Figure 1**.

Figure 1

01001110

0	7	.	1
---	---	---	---

Convert the bit pattern shown in **Figure 1** into decimal.

[1 mark]

0	7	.	2
---	---	---	---

Convert the bit pattern shown in **Figure 1** into hexadecimal.

[2 marks]

Answer: _____

0 7 . 3

A student's answer to the question "Why is hexadecimal often used instead of binary?" is shown in **Figure 2**.

Figure 2

Because it uses fewer digits it will take up less space in a computer's memory.

Explain why the student's answer is incorrect.

[2 marks]

0 7 . 4

Explain how a binary number can be multiplied by 8 by shifting bits.

[2 marks]

ASCII (American Standard Code for Information Interchange) is a coding system that can be used to represent characters. In ASCII the character **A** is represented by the numeric code 65.

0 7 . 5

Shade **one** lozenge to indicate which character is represented by the numeric code 70.

[1 mark]

A	E	<input type="checkbox"/>
B	F	<input type="checkbox"/>
C	f	<input type="checkbox"/>
D	6	<input type="checkbox"/>
E	e	<input type="checkbox"/>

07.6 Unicode is an alternative to the ASCII coding system.

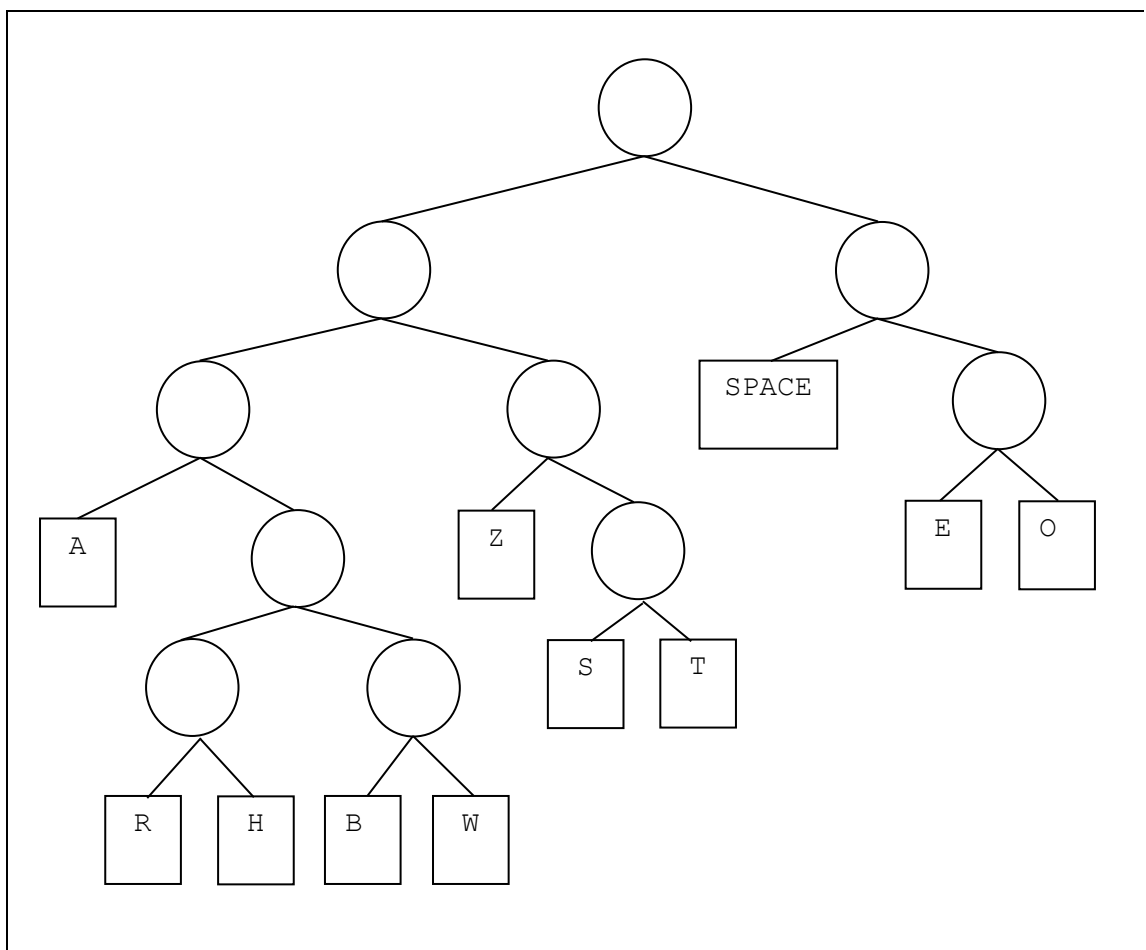
State **two** advantages of using Unicode to represent characters instead of using ASCII.

[2 marks]

When data is stored in a computer it is often compressed. One method that can be used to compress text data is Huffman coding. To produce a Huffman code each character in a piece of text is placed in a tree, with its position in the tree determined by how often the character was used in the piece of text.

A Huffman tree for the text ZOE SAW A ZEBRA AT THE ZOO is shown in **Figure 3**.

Figure 3



Using this Huffman tree, the Huffman coding for the character E would be the bit pattern 110 because from the top of the tree E is to the right, then right again and then left.

The character Z is represented by the bit pattern 010 because from the top of the tree Z is to the left, then right and then left.

07.7

Using the Huffman code in **Figure 3**, complete the table to show the Huffman coding for the characters O, SPACE and B. **[3 marks]**

Character	Huffman coding
O	
SPACE	
B	

07.8

Using Huffman coding, the text ZOE SAW A ZEBRA AT THE ZOO can be stored in 83 bits.

Calculate how many additional bits are needed to store the same piece of text using ASCII. Show your working. **[3 marks]**

0	8	.	1
---	---	---	---

Convert the binary number 10110111 into decimal.

[1 mark]

0	8	.	2
---	---	---	---

Convert the decimal number 112 into hexadecimal.

You should show your working.

[2 marks]

Answer
