

## F.E. Sem - 2 CBCGS SPA – MAY 17

Q.1.a.) Convert 0010 0100 0010 1101 from base 2 to decimal. Convert 134 from base 10 to hexadecimal. Write steps for conversion.

Ans:

Binary to decimal: The steps to be followed are:

1. Multiply the binary digits (bits) with powers of 2 according to their positional weight.
2. The position of the first bit (going from right to left) is 0 and it keeps on incrementing as you go towards left for every bit.
3. Given:  $(0010\ 0100\ 0010\ 1101)_2 = (?)_{10}$
4.  $0 \cdot 2^{15} + 0 \cdot 2^{14} + 1 \cdot 2^{13} + 0 \cdot 2^{12} + 0 \cdot 2^{11} + 1 \cdot 2^{10} + 0 \cdot 2^9 + 0 \cdot 2^8 + 0 \cdot 2^7 + 0 \cdot 2^6 + 1 \cdot 2^5 + 0 \cdot 2^4 + 1 \cdot 2^3 + 1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0$   
 $= 0 + 0 + 8192 + 0 + 0 + 1024 + 0 + 0 + 0 + 0 + 32 + 0 + 8 + 4 + 1$   
 $= 9261$   
 $(0010\ 0100\ 0010\ 1101)_2 = (9261)_{10}$

Decimal to hexadecimal: The steps to be followed are:

1. Divide the decimal number by 16. Treat the division as an integer division.
2. Write down the remainder (in hexadecimal).
3. Divide the result again by 16. Treat the division as an integer division.
4. Repeat step 2 and 3 until result is 0.
5. The hexadecimal value is digit sequence of the reminders from last to first.
6. Given:  $(134)_{10} = (?)_{16}$

	16	134	
16	8	6	↑
	0	8	

$$(134)_{10} = (86)_{16}$$

# Structured Programming Approach First Year Engineering

**Library of Congress**



## **Structured Programming Approach First Year Engineering:**

**Computer Science** Behrouz A. Forouzan, Richard F. Gilberg, 2000 This book in the words of the authors teaches students first how to write good functions and then how to implement them in classes Designed for students with no prior programming experience the book explains each basic principle of programming first in general language independent terms and then discusses how the programming construct in question is implemented in C Given this approach classes are presented in the second half of the text The book incorporates coverage of software engineering principles and procedures throughout starting with flowcharts with each chapter concluding with a discussion of underlying software engineering concepts Unlike competing books that are too difficult for first year students Forouzan and Gilberg take special pains to make their programming examples consistent and easy to read This careful writing makes this book a solid choice for professors looking for a book that is easy to read and follow without compromising the material's rigor

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of software engineering beginning with an overview of current issues and focusing on the engineering of large complex systems The text illustrates the phases of the software development life cycle requirements design implementation testing and maintenance

**EBOOK: Information Systems Development: Methods-in-Action** FITZGERALD RUSS,2002-06-16  
EBOOK Information Systems Development Methods in Action

**C Programming Essentials:** Kashi Nath Dey,Samir Kumar Bandyopadhyay,2010 C Programming Essentials is specifically designed to be used at the beginner and intermediate level The book is organized around language as the tool for design and programming and library functions It demonstrates key techniques that make C effective

**Concept of Computer and C Programming** Dr. M.K. Sharma,Dr. M.P. Thapliyal,2010 This book contains some special features to aid you on your path to learn about fundamental concepts of computer and later programming with C in easy way Each chapter provides concrete examples and explanation of concepts You will get knowledge of new concepts like grid computers storage area network Bluetooth etc Numerous sample programs illustrate C s features and concepts so that you can apply them in your computer lab with ease Each chapter ends with section containing common questions relating to the chapter with reference to older year questions asked in university exams It contains objective questions and exercises that tests your knowledge of the concepts and helps you prepare for aptitude test conducted by various software companies at the time of recruitment

**Software Systems Engineering** Andrew P. Sage,James D. Palmer,1990-03-29 This introduction to software systems engineering shows how to integrate efficient tools for software engineering into a complete systems design methodology The theme is improvement of software productivity via the methods design methodologies and management approaches of systems engineering Covered are rapid prototyping reusability constructs knowledge based systems for software development interactive support system environments and systems management

*Tutorial Programming Productivity* Capers Jones,1986 This tutorial volume on productivity issues for the eighties attempts to place programming in context with other disciplines and address five major topics programming measurements programming life cycle analysis programming equipment and design methods programming environmental and the new science of software Abstract

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