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Section 1-3 Binary Arithmetic
     Wednesday, January 13, 2021
      Competers work fundamentally in binary
     Computers do math
     To design a competer to do math you have to know how to do it yourself.
  Addition
                0 +0 = 0
Rules 0+1 = 1
1+0 = 1
                 1+1 = 0 and carry the "1" to the next column
   Example 12,0 + 11,0 > do it in base 2
      frist convert base 10 numbers to base 2
       2/12
                                                2111
     now add
                         12,0 = 1 1 0 0
                         1 l u = 1 0 l l
     now check result:
                   1 × 2 4 + 0 × 2 3 + 1 × 2 + 1 × 2 1 + 1 × 2 0
                       16 + 0 + 4 + 2 + 1 = 23 /
    5,0 + 5,0 + 5,0 =? 5,0 = 10/2
                         101
                       101
       check: 1 \times 2^3 + 1 \times 2^2 + 1 \times 2^1 + 1 \times 2^0 = ?
    Example 7+7+7 =? 7,1=111
                    1 | first colum: 1+1+1=11
                    1 1 1
                                           carry the "1" to se cond
                                                               column
                                                 se cond colum: 1+1+1+1=100
                                                this wil get confusing trying to
                                                carry "10"
     PROTIP: do one sum at a time)
                                                         check result:
      +70
   21 10
     Subtraction
                               0 - 0 = 0
                               0 - 1 = 1 - and borrow from the
                               1 - 0 = 1 next (ilomn
                               1-1=0
       Recall in Buse 10:
                                                         3 4 2
                                                       1 73
     In base 8

3 4 2
1 7 3
    In base 2, will borrow "2" like this
                         10101 -> 16+4+1= 21
                          - 1 0 0 1 1 -> 16+2+1 = 19
                                                                        check:
      Example 111001
       Multiplication
       Q · 0 = 0
0 · 1 = 0
1 · 0 = 0
                                     1 . | = 1
       Example (keep your columns straight!)
                         1001 ->8+1=910
                                                                   → 8+4+1= 13..
                                                                   should get 117,0
           chede 1110101
                1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 + 1 x 2 
                  64+32+16+0+4+0+1
                                                                                =117
   PROTIP: do some one at a time
                                                        second product
             100001 watch colums!
                                                       third product
    Division
              Inside root multiplication -
but much casier:
                Look:
                         1011)10010001
      · 1011 does not go into 10

· 1011 does not go into 10

· 1011 does not go into 100

· 1011 does not go into 1001
     · 11 does not go into 1
     · 11 dos not go into 10
     11 Does get ento 100
             and it has to be
              1 time
       Example
                         101/01/00/0
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1011/1001001

Nextup: