



S J P N Trust's

**Hirasugar Institute of Technology, Nidasoshi.**

*Inculcating Values, Promoting Prosperity*

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**1 YEAR**

**BE**

**ISem**

**2018-19**

# FIRST YEAR Engg. Department

**Course : BASIC ELECTRONICS -18ELN14/24**

**Sem:1 (2018-19)**

**Course Coordinator:**

**V.B.Dhere**

# Digital Systems and Binary Numbers

- ▣ Digital age and information age
- ▣ Digital computers
  - General purposes
  - Many scientific, industrial and commercial applications
- Digital systems
  - Telephone switching exchanges
  - Digital camera
  - Electronic calculators, PDA's
  - Digital TV
- Discrete information-processing systems
  - Manipulate discrete elements of information
  - For example,  $\{1, 2, 3, \dots\}$  and  $\{A, B, C, \dots\}$ ...

## Analog and Digital Signal

### Analog system

The physical quantities or signals may vary continuously over a specified range.

### Digital system

The physical quantities or signals can assume only discrete values.

Greater accuracy



## Decimal Number System

Base (also called radix) = 10

10 digits { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 }

Digit Position

Integer & fraction

Digit Weight

Weight =  $(Base)^{Position}$

Magnitude

Sum of "*Digit x Weight*"

# Octal Number System

- Base = 8
  - 8 digits { 0, 1, 2, 3, 4, 5, 6, 7 }
- Weights
  - Weight =  $(Base)^{Position}$
- Magnitude
  - Sum of “*Digit x Weight*”

# Binary Number System

- Base = 2
  - 02 digits { 0, 1 }
- Weights
  - Weight =  $(Base)^{Position}$
- Magnitude
  - Sum of “*Digit x Weight*”

# Hexadecimal Number System

- Base = 16
  - 16 digits { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F }
- Weights
  - Weight =  $(Base)^{Position}$
- Magnitude
  - Sum of “*Digit x Weight*”

# Decimal (*Integer*) to Binary Conversion

- Divide the number by the 'Base' (=2)
- Take the remainder (either 0 or 1) as a coefficient from bottom to top
- Take the quotient and repeat the division



# Decimal (*Fraction*) to Binary Conversion

- Multiply the number by the 'Base' (=2)
- Take the integer (either 0 or 1) as a coefficient from top to bottom

# Binary – Octal Conversion

- $8 = 2^3$
- Each group of 3 bits represents an octal digit

# Binary – Hexadecimal Conversion

- $16 = 2^4$
- Each group of 4 bits represents a hexadecimal digit

# Complements

- 1's Complement (*Diminished Radix Complement*)

- All '0's become '1's

- All '1's become '0's

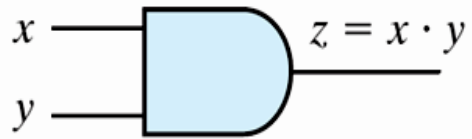
Example  $(10110000)_2$

$\Rightarrow (01001111)_2$

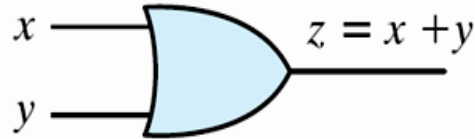
- 2's Complement (*Radix* Complement)
  - Take 1's complement then add 1

# Binary Logic

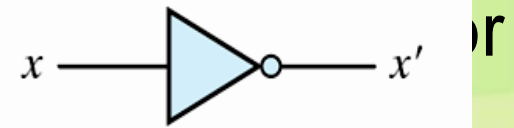
- Logic gates



(a) Two-input AND gate



(b) Two-input OR gate



(c) NOT gate or inverter

# Queries ....?

