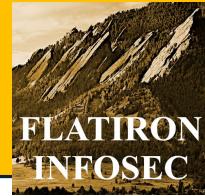


Numbering Systems

Language

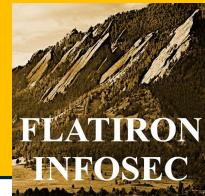


**Hi Bob. I'm Alice.
I have a request for
you.**

**Hi Alice. What can
I help you with?**



Language Continued

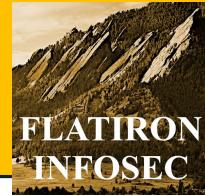


**Hola Bob. Soy Alicia.
Tengo una petición
para ti.**

**I'm sorry. I don't
understand what
you are saying.**



Why this matters



Language is important.

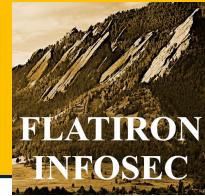
Computers speak a language we need to understand.

Important in a lot of areas, including:

- Cryptography
- Networking
- Forensics

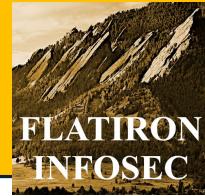
We have an intro to networking class coming early 2026!

Numbers!



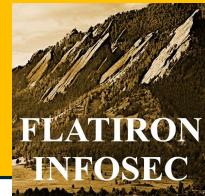
0101010110010100101010101
0101010101010101010110100
0101011010101011010100110
1100010101011101100101100
0100101100110011001010101

Computer Language - Binary



- Everything is ones and zeros to a computer
- Everything a computer does; every message, image, or click is just a pattern of 1s and 0s.
- Binary is the language of all digital life.
- Software consists of instructions to put context to the numbers

Binary



Binary is a number system different than human decimal numbers

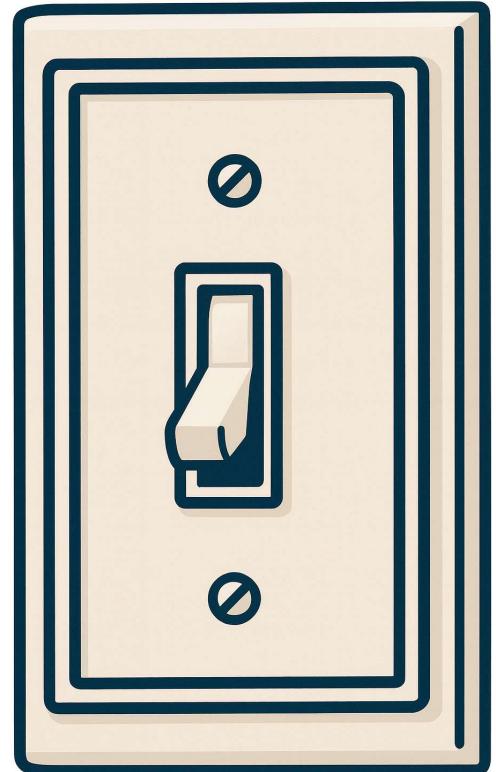
Imagine binary as a series of light switches.

Each switch is either on or off.

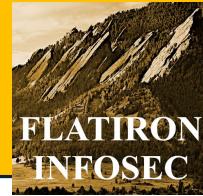
ON = 1

OFF = 0

Computers only understand these two states.



Bits and Bytes



Bit - a single 1 or 0

- 2 possible values
- 0 or 1

Byte - eight 1s and 0s

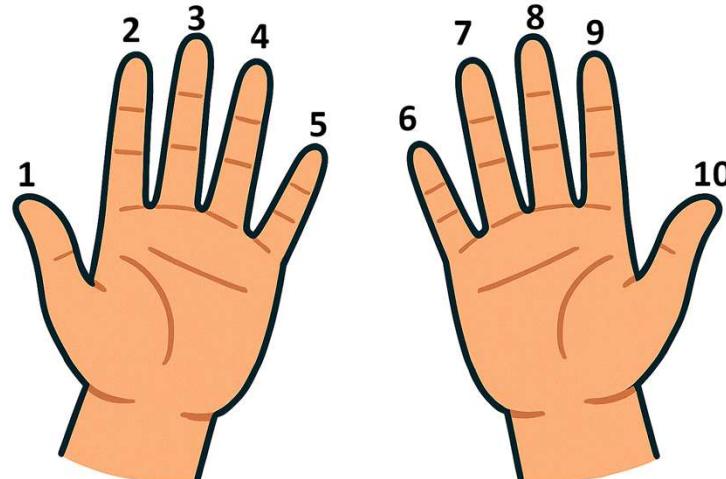
- 256 possible values
- 0 - 255

Nibble - four 1s and 0s

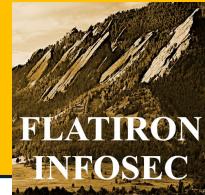
- 16 possible values
- 0 - 15

Note: Computers start counting at zero
The lowest binary value is 0

Base 10 - Decimal system
Humanity's numbering system



Numbering Systems - Decimal



Decimal

2 3 1

Base Ten

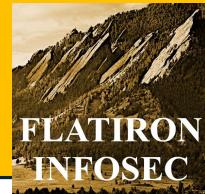
10^2 10^1 10^0

0-9

100 10 1

$$200 + 30 + 1 = 231$$

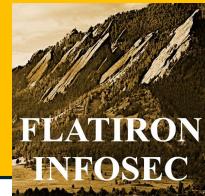
Numbering Systems - Binary



| | | | | | | | | |
|----------|-------|-------|-------|-------|-------|-------|-------|-------|
| Binary | 1 | 1 | 1 | 0 | 0 | 1 | 1 | 1 |
| Base Two | 2^7 | 2^6 | 2^5 | 2^4 | 2^3 | 2^2 | 2^1 | 2^0 |
| 0-1 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |

$$128 + 64 + 32 + 0 + 0 + 4 + 2 + 1 = 231$$

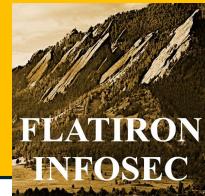
Let's Practice!



Alice and Bob are ready to practice!
Are you?



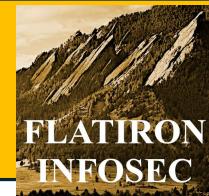
Converting Bytes to Decimal



| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 | |
|-----|----|----|----|---|---|---|---|-------|
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | |
| 0 | 64 | 0 | 16 | 8 | 0 | 2 | 1 | = 91 |
| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 | |
| 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | |
| 128 | 0 | 0 | 0 | 8 | 4 | 0 | 0 | = 140 |
| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | = 0 |



Converting Decimal to Bytes



80 =

80 - 64 = 06

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|---|---|
| 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 64 | 0 | 16 | 0 | 0 | 0 | 0 |

173 =

173 - 128 = 045

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|---|---|
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 |
| 128 | 0 | 32 | 0 | 8 | 4 | 0 | 1 |

255 =

255 - 128 = 027

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |

Converting Bytes to Decimal Again



| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|-----|------|
| 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 64 | 0 | 16 | 0 | 0 | = 0 | 80 0 |

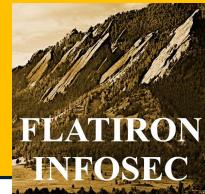
| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|-----|-------|
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 |
| 128 | 0 | 32 | 0 | 8 | 4 | = 0 | 173 1 |

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|-----|-------|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 128 | 64 | 32 | 16 | 8 | 4 | = 2 | 255 1 |

YES!



Nibbles



| | | | |
|---|---|---|---|
| 8 | 4 | 2 | 1 |
| 1 | 0 | 1 | 1 |
| 8 | 0 | 2 | 1 |
| 8 | 4 | 2 | 1 |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 |
| 8 | 4 | 2 | 1 |
| 1 | 1 | 1 | 1 |
| 8 | 4 | 2 | 1 |

16 values – 0 through 15

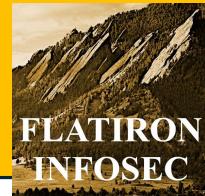
= 11 Hexadecimal

Problem!

= 0

Decimal has only 10 characters and hexadecimal has 16!

Hexadecimal

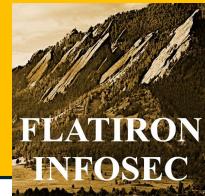


Base 16

| Decimal | Hex |
|---------|-----|
| 0 | 0 |
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |
| 7 | 7 |

| Decimal | Hex |
|---------|-----|
| 8 | 8 |
| 9 | 9 |
| 10 | A |
| 11 | B |
| 12 | C |
| 13 | D |
| 14 | E |
| 15 | F |

Nibbles & Hexadecimal



| | | | |
|---|---|---|---|
| 8 | 4 | 2 | 1 |
| 1 | 0 | 1 | 1 |
| 8 | 0 | 2 | 1 |
| 8 | 4 | 2 | 1 |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 |
| 8 | 4 | 2 | 1 |
| 1 | 1 | 1 | 1 |
| 8 | 4 | 2 | 1 |

= B

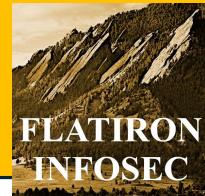
= 0

= F

| Decimal | Hex |
|---------|-----|
| 0 | 0 |
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |
| 6 | 6 |
| 7 | 7 |

| Decimal | Hex |
|---------|-----|
| 8 | 8 |
| 9 | 9 |
| 10 | A |
| 11 | B |
| 12 | C |
| 13 | D |
| 14 | E |
| 15 | F |

Converting Bytes to Hexadecimal



| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|---|---|
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 |
| 0 | 64 | 0 | 16 | 8 | 0 | 2 | 1 |

= 91

| | | | |
|---|---|---|---|
| 8 | 4 | 2 | 1 |
| | | | |
| 0 | 4 | 0 | 1 |

= 5

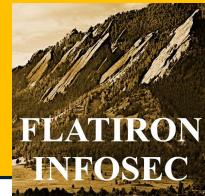
5

| | | | |
|---|---|---|---|
| 8 | 4 | 2 | 1 |
| | | | |
| 8 | 0 | 2 | 1 |

= 11

B

Converting Bytes to Hexadecimal



| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|---|---|
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 |
| 0 | 64 | 0 | 16 | 8 | 0 | 2 | 1 |

= 91

| | | | |
|---|---|---|---|
| 8 | 4 | 2 | 1 |
| | | | |
| 0 | 4 | 0 | 1 |

= 5

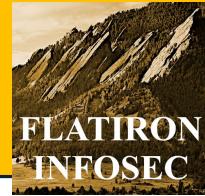
5

| | | | |
|---|---|---|---|
| 8 | 4 | 2 | 1 |
| | | | |
| 8 | 0 | 2 | 1 |

= 11

B

Hexadecimal to Byte



5B

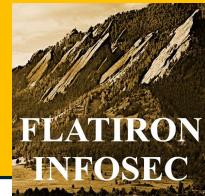
| 8 | 4 | 2 | 1 |
|---|---|---|---|
| 0 | 1 | 0 | 1 |
| 0 | 4 | 0 | 1 |

= 5

| 8 | 4 | 2 | 1 |
|---|---|---|---|
| 1 | 0 | 1 | 1 |
| 8 | 0 | 2 | 1 |

= 11

Hexadecimal to Byte



5

| 8 | 4 | 2 | 1 |
|---|---|---|---|
| 0 | 1 | 0 | 1 |
| 0 | 4 | 0 | 1 |

= 5

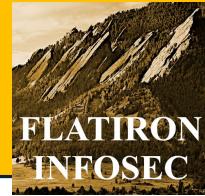
B

| 8 | 4 | 2 | 1 |
|---|---|---|---|
| 1 | 0 | 1 | 1 |
| 8 | 0 | 2 | 1 |

= 11

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|---|---|---|---|
| 0 | 64 | 0 | 16 | 8 | 0 | 2 | 1 |
| 0 | 64 | 0 | 16 | 8 | 0 | 2 | 1 |

Numbering Systems!!!



Binary

- Base 2

Decimal

- Base 10

Hexadecimal

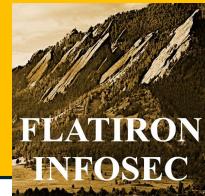
- Base 16

Byte

- Base 256



Larger Decimal Numbers



2 - byte values for numbers up to 65,535

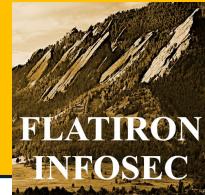
| | | | | | | | | | | | | | | | |
|-----|----|----|----|---|---|---|---|-----|----|----|----|---|---|---|---|
| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| 1 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 |
| 128 | 64 | 0 | 0 | 8 | 4 | 2 | 0 | 0 | 64 | 32 | 0 | 8 | 0 | 2 | 1 |

$$206 \times 256 = 52,736 \quad + \quad 107 \quad = \quad 52,843$$

| | | | | | | | | | | | | | | | |
|-------|-------|------|------|------|------|-----|-----|-----|----|----|----|---|---|---|---|
| 32768 | 16384 | 8192 | 4096 | 2048 | 1024 | 512 | 256 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| 1 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 1 |
| 32768 | 16384 | 0 | 0 | 2048 | 1024 | 512 | 0 | 0 | 64 | 32 | 0 | 8 | 0 | 2 | 1 |

$$32768 + 16384 + 2048 + 1024 + 512 + 64 + 32 + 8 + 2 + 1 = 52,843$$

Even Larger Decimal Numbers

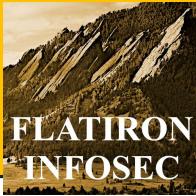


4-byte values for numbers up to 4,294,967,295

The takeaway is that every bit added to the string doubles the size of the numbers we can represent!

16-byte numbers have 340 undecillion unique numbers!

ASCII



American Standard Code for Information Interchange
Turns numbers into “printable characters”

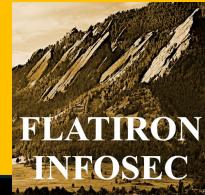
1, 2, 3, 4, etc.

a, b, c, d, etc.

A, B, C, D, etc.

!, @, #, \$, etc.

Space bar, Esc key, Backspace, etc.



**Thanks for Joining Us
Don't forget we have a
Networking Class
coming in 2026!**