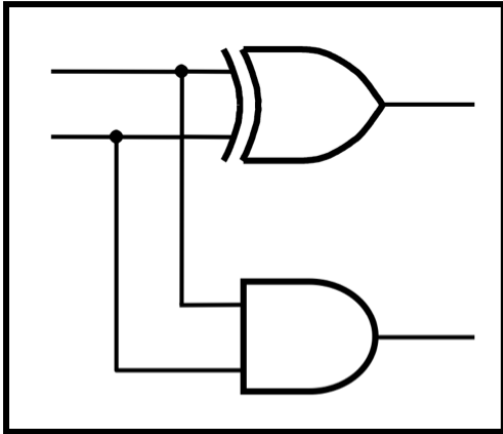




CprE 2810: Digital Logic

Instructor: Alexander Stoytchev

<http://www.ece.iastate.edu/~alexs/classes/>

Binary Numbers

*CprE 2810: Digital Logic
Iowa State University, Ames, IA
Copyright © Alexander Stoytchev*

Administrative Stuff

This is the official class web page:

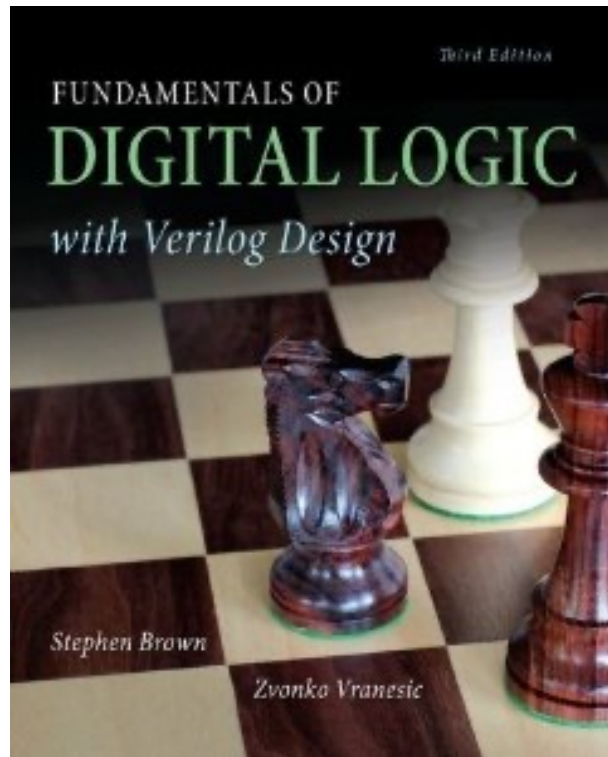
https://www.ece.iastate.edu/~alexs/classes/2025_Fall_2810/

If you missed the first lecture, the syllabus and other class materials are posted there.

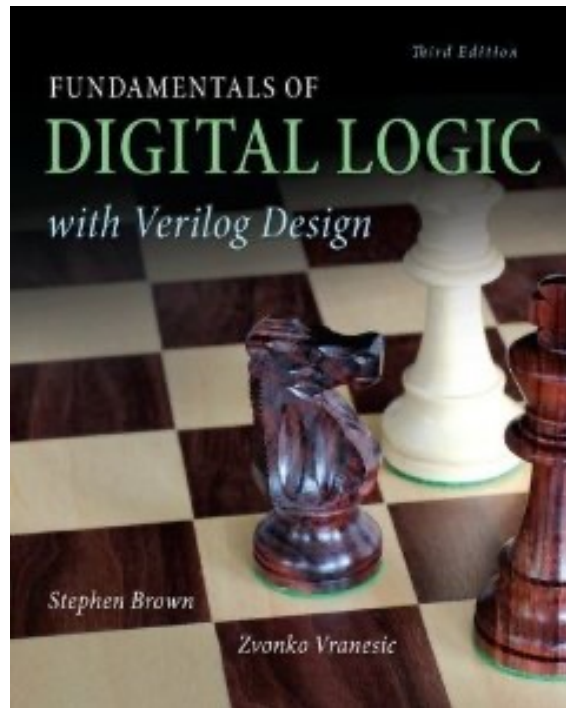
Administrative Stuff

- **HW1 is out**
- **It is due on Wednesday Sep 3 @ 10 pm.**
- **Submit it on Canvas before the start of the lecture**

Did you get the textbook?



Required Textbook



Title: Fundamentals of Digital Logic with Verilog Design [3-rd edition]

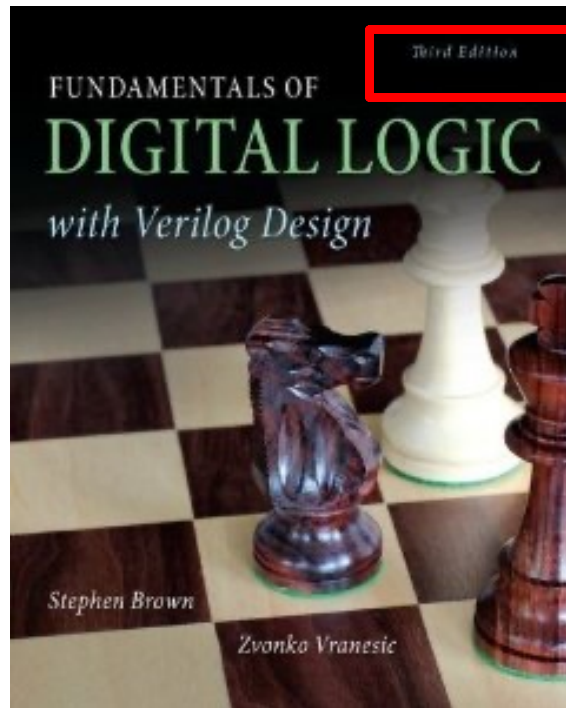
Author: Stephen Brown and Zvonko Vranesic

Edition: Copyright 2013, 3-rd edition

ISBN: 978-0073380544

Publisher: McGraw-Hill

Required Textbook



Title: **Fundamentals of Digital Logic with Verilog Design** [3-rd edition]

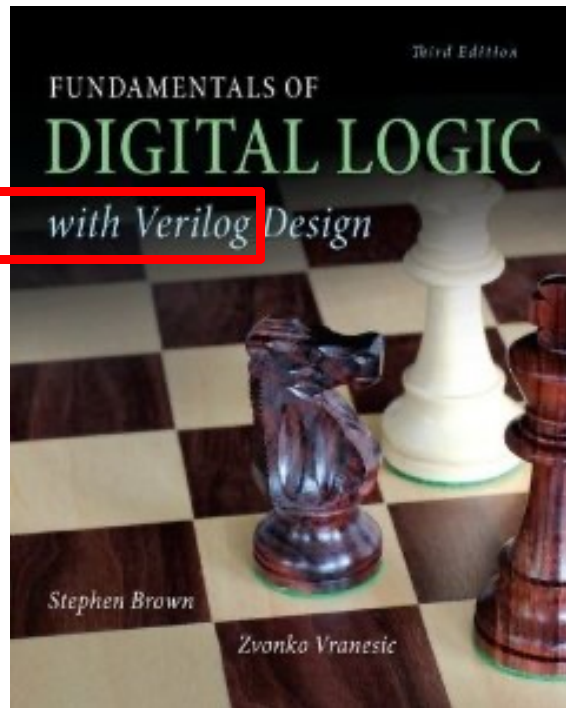
Author: **Stephen Brown and Zvonko Vranesic**

Edition: **Copyright 2013, 3-rd edition**

ISBN: **978-0073380544**

Publisher: **McGraw-Hill**

Required Textbook



Title: **Fundamentals of Digital Logic with Verilog Design [3-rd edition]**

Author: **Stephen Brown and Zvonko Vranesic**

Edition: **Copyright 2013, 3-rd edition**

ISBN: **978-0073380544**

Publisher: **McGraw-Hill**

Where is the eBook?

☰ F2024-CPR E-2810 > Immediate Access

Fall 2024

[Home](#)

[Announcements](#)

[Syllabus](#)

[Assignments](#)

[Discussions](#)

[Files](#)

[Grades](#)

[People](#)

[ISU AdminTools](#)

Immediate Access

[Modules](#)

[Studio](#)

IOWA STATE UNIVERSITY

[Instructor Portal](#) [Other Materials](#)

VitalSource Products

Bookshelf

Read Textbooks	✓
Take Notes	✓
Create Flashcards	✓
Create Highlights	✓

Launch Bookshelf ↗

Resources

[Instructor Dashboard Video](#)

[Faculty Sampling Guide](#)

[Best Practices for Teaching With Digital](#)

[Bookshelf Intro Course](#)

**In Canvas,
click here**

Where is the eBook?

The screenshot displays the Iowa State University Bookshelf interface. On the left is a sidebar with the following items: 'Bookshelf' (with a book icon), 'Home' (with a house icon), 'Search' (with a magnifying glass icon), 'MY SHELVES', 'My Library', and 'Favorites'. The main content area features a 'Welcome to Iowa State University!' banner with a home icon, a closing 'X' button, and a 'Visit FAQs' button. Below the banner is a 'Recent Activity' section containing a card for the eBook 'Fundamentals of Digital Logic with Verilog Design, 3rd Edition'. The card includes a book cover image, an 'eBook' label, and a 'Continue Reading' button, which is highlighted by a red rectangular box.

Then click here

Where is the eBook?

	Fundamentals of Digital Logic with Verilog Design ... Brown, Stephen; Vranesic, Zvonko
Expand Collapse	
▼ Chapter 3 Number Representation and Arithmetic Circuits	121
▼ Chapter 4 Combinational-Circuit Building Blocks	189
▼ Chapter 5 Flip-Flops, Registers, and Counters	247
▼ Chapter 6 Synchronous Sequential Circuits	331
▼ Chapter 7 Digital System Design	421
▼ Chapter 8 Optimized Implementation of Logic Functions	491
▼ Chapter 9 Asynchronous Sequential Circuits	551

chapter 5

FLIP-FLOPS, REGISTERS, AND COUNTERS

CHAPTER OBJECTIVES

In this chapter you will learn about:

- Logic circuits that can store information
- Flip-flops, which store a single bit
- Registers, which store multiple bits
- Shift registers, which shift the contents of the register
- Counters of various types
- Verilog constructs used to implement storage elements

Lab Sections

- Section C: Tuesday 11:00 AM - 1:50 PM (Coover Hall, room 2042)
- Section J: Tuesday 2:15 PM - 5:05 PM (Coover Hall, room 2042)
- Section E: Wednesday 7:45 AM - 10:35 AM (Coover Hall, room 2042)
- Section M: Wednesday 11:00 AM - 1:50 PM (Coover Hall, room 2042)
- Section L: Wednesday 6:10 PM - 9:00 PM (Coover Hall, room 2042)
- Section P: Thursday 7:45 AM - 10:35 AM (Coover Hall, room 2042)
- Section K: Thursday 11:00 AM - 1:50 PM (Coover Hall, room 2042)
- Section H: Thursday 2:15 PM - 5:05 PM (Coover Hall, room 2042)
- Section G: Thursday 5:30 PM - 8:20 PM (Coover Hall, room 2042)

Administrative Stuff

The labs and recitations start next week:

- **The lab schedule is also posted on the class web page**
- **The recitation is the first 50 minutes**
- **The other 2 hours are the lab**
- **Changing of sections is not allowed, unless you can formally make the change in the registration system.**

The Labs Start Next Week

- Please go to the class web page and **download and read** the lab assignment for next week before you go to your lab.
- You must **print** the answer sheet for each lab ahead of time.
- Then **answer** the pre-lab questions before the start of the lab.
- The TAs will check your answers at the beginning of the recitation.

Grading Scale

95 – 100	= A
90 – 94	= A–
87 – 89	= B+
83 – 86	= B
80 – 82	= B–
77 – 79	= C+
73 – 76	= C
70 – 72	= C–
67 – 69	= D+
63 – 66	= D
60 – 62	= D–
0 – 59	= F

Grading Percentages

Homeworks: (12 x 2.0%)	24%
Labs: (12 x 1.5%)	18%
Mini Project:	3%
Midterm Exam 1:	15%
Midterm Exam 2:	15%
Final Exam:	25%
=====	
TOTAL:	100%

The Labs Start Next Week

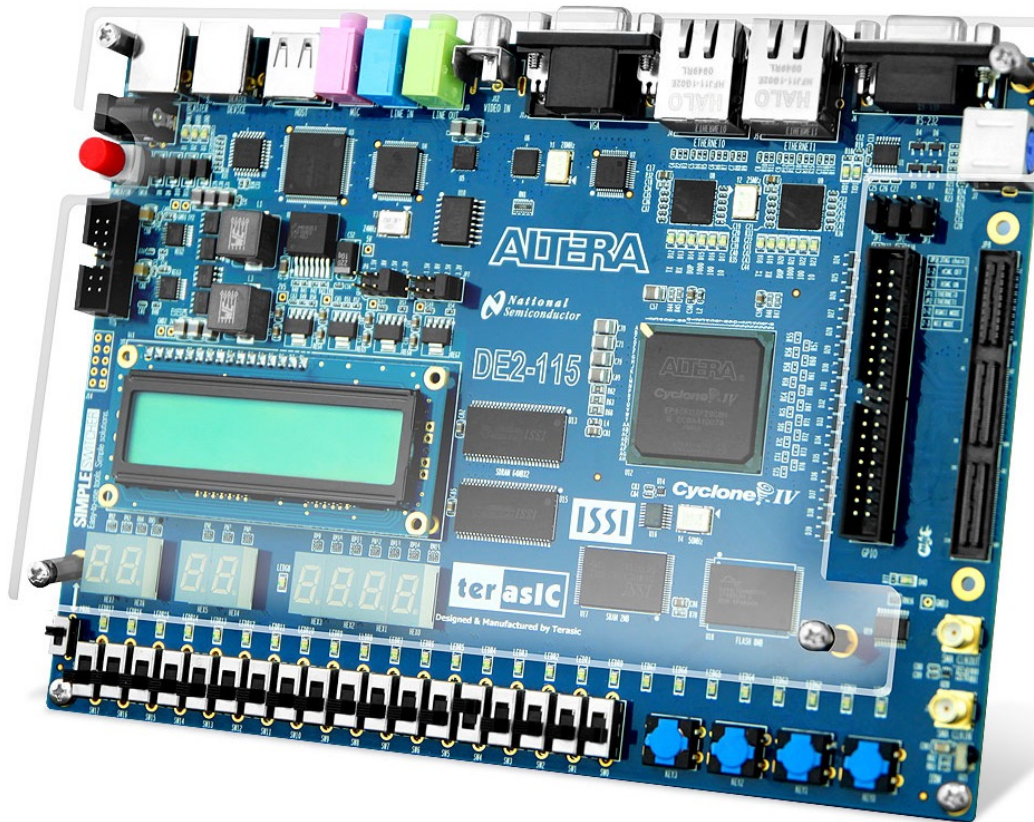
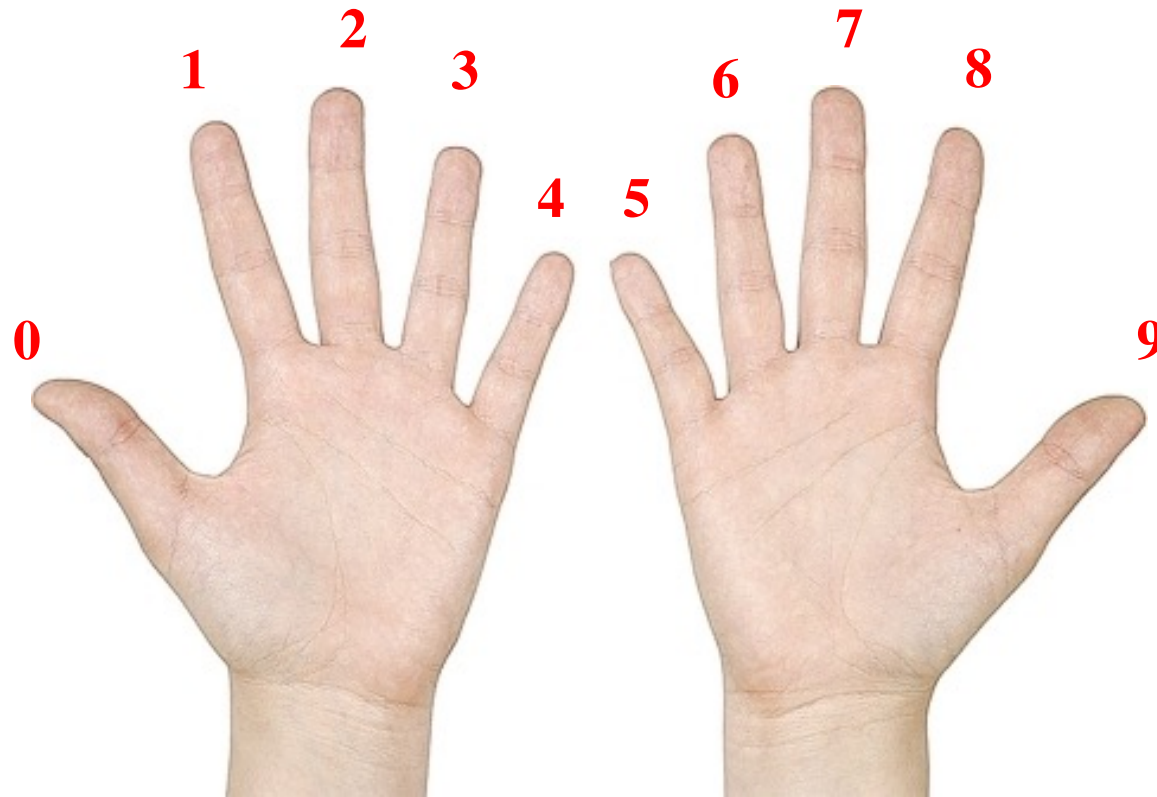


Figure 1.5 in the textbook: An FPGA board.

The Decimal System



The Decimal System



What number system is this one?



[http://freedomhygiene.com/wp-content/themes/branfordmagazine/images/backgrounds/Hands_141756.jpg]

The Binary System



[<http://divaprojections.blogspot.com/2011/11/alien.html>]

The Binary System



[<http://divaprojections.blogspot.com/2011/11/alien.html>]

Number Systems

$$N = d_n B^n + d_{n-1} B^{n-1} + \cdots + d_1 B^1 + d_0 B^0$$

Number Systems

$$N = d_n B^n + d_{n-1} B^{n-1} + \dots + d_1 B^1 + d_0 B^0$$



n-th digit
(most significant)



0-th digit
(least significant)

Number Systems

The diagram illustrates the general formula for a number N in base B . The formula is
$$N = d_n B^n + d_{n-1} B^{n-1} + \dots + d_1 B^1 + d_0 B^0$$
 Four red arrows point to specific parts of the formula: 1. An arrow from the word "base" points to the B in the first term $d_n B^n$. 2. An arrow from the word "power" points to the exponent n in the first term $d_n B^n$. 3. An arrow from the text "n-th digit (most significant)" points to the digit d_n in the first term $d_n B^n$. 4. An arrow from the text "0-th digit (least significant)" points to the digit d_0 in the last term $d_0 B^0$.

base

power

$$N = d_n B^n + d_{n-1} B^{n-1} + \dots + d_1 B^1 + d_0 B^0$$

n-th digit
(most significant)

0-th digit
(least significant)

The Decimal System

$$524_{10} = 5 \times 10^2 + 2 \times 10^1 + 4 \times 10^0$$

The Decimal System

$$524_{10} = 5 \times 10^2 + 2 \times 10^1 + 4 \times 10^0$$

$$= 5 \times 100 + 2 \times 10 + 4 \times 1$$

$$= 500 + 20 + 4$$

$$= 524_{10}$$

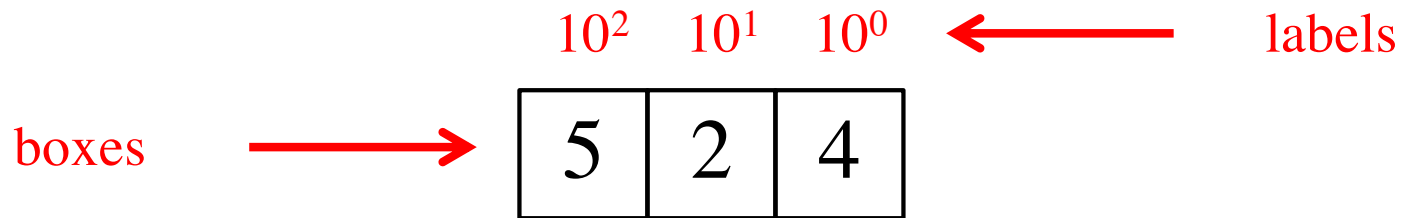
Another Way to Look at This

5	2	4
---	---	---

Another Way to Look at This

10^2	10^1	10^0
5	2	4

Another Way to Look at This



Each box can contain only one digit and has only one label. From right to left, the labels are increasing powers of the base, starting from 0.

Base 7

$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

Base 7

base power


$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

Base 7

$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

base

power

most significant digit

least significant digit

Base 7

$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

$$= 5 \times 49 + 2 \times 7 + 4 \times 1$$

$$= 245 + 14 + 4$$

$$= 263_{10}$$

Another Way to Look at This

$$\begin{array}{ccc} 7^2 & 7^1 & 7^0 \\ \boxed{5} & \boxed{2} & \boxed{4} \end{array} = \begin{array}{ccc} 10^2 & 10^1 & 10^0 \\ \boxed{2} & \boxed{6} & \boxed{3} \end{array}$$

Binary Numbers (Base 2)

$$1001_2 = 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$

Binary Numbers (Base 2)

base power

$$1001_2 = 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$

most significant bit least significant bit

Binary Numbers (Base 2)

$$\begin{aligned} 1001_2 &= 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = \\ &= 1 \times 8 + 0 \times 4 + 0 \times 2 + 1 \times 1 = \\ &= 8 + 0 + 0 + 1 = \\ &= 9_{10} \end{aligned}$$

Another Example

$$\begin{aligned} 11101_2 &= 1 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = \\ &= 1 \times 16 + 1 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1 = \\ &= 16 + 8 + 4 + 0 + 1 = 29_{10} \end{aligned}$$

Powers of 2

$$2^{10} = 1024$$

$$2^9 = 512$$

$$2^8 = 256$$

$$2^7 = 128$$

$$2^6 = 64$$

$$2^5 = 32$$

$$2^4 = 16$$

$$2^3 = 8$$

$$2^2 = 4$$

$$2^1 = 2$$

$$2^0 = 1$$

What is the value of this binary number?

- 0 0 1 0 1 1 0 0
- 0 0 1 0 1 1 0 0
- $0*2^7 + 0*2^6 + 1*2^5 + 0*2^4 + 1*2^3 + 1*2^2 + 0*2^1 + 0*2^0$
- $0*128 + 0*64 + 1*32 + 0*16 + 1*8 + 1*4 + 0*2 + 0*1$
- $0*128 + 0*64 + 1*32 + 0*16 + 1*8 + 1*4 + 0*2 + 0*1$
- $32 + 8 + 4 = 44$ (in decimal)

Another Way to Look at This

2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
0	0	1	0	1	1	0	0

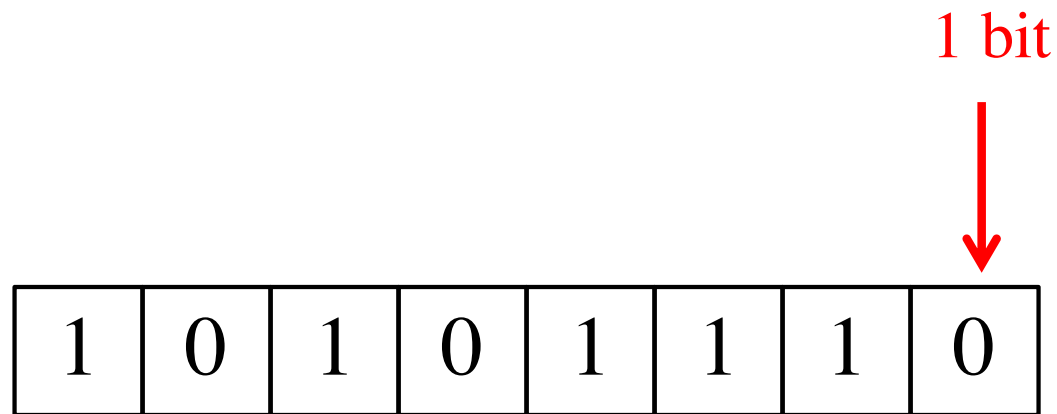
Some Terminology

- A binary digit is called a *bit*
- A group of eight bits is called a byte
- One bit can represent only two possible states, which are denoted with 1 and 0

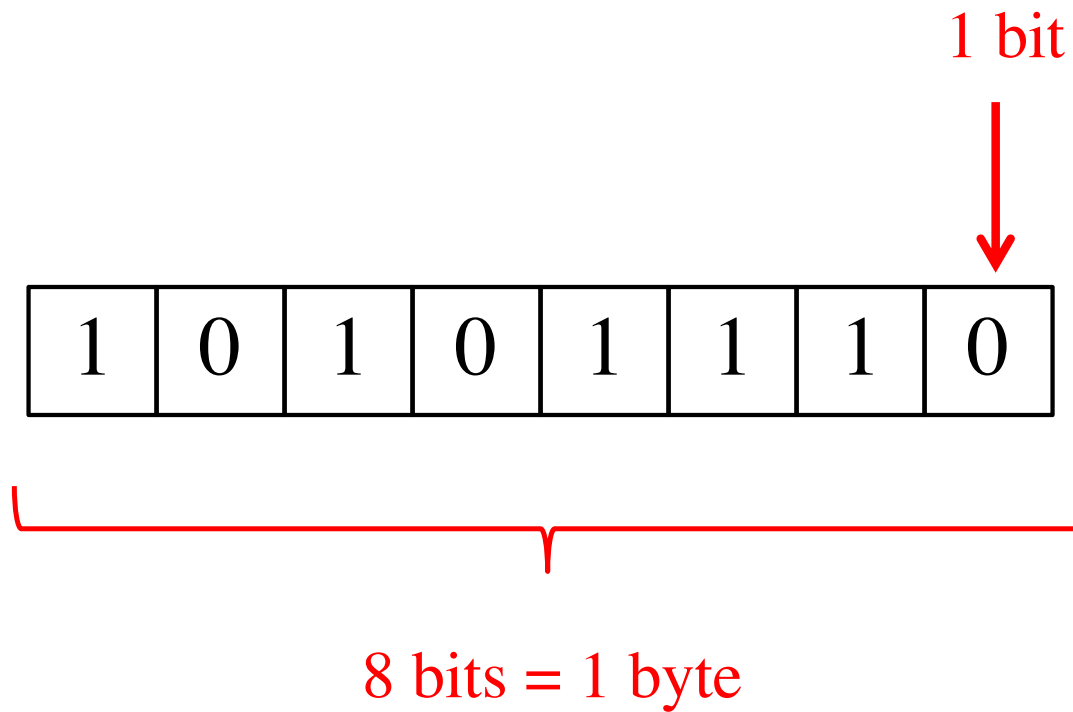
Relationship Between a Byte and a Bit

1	0	1	0	1	1	1	0
---	---	---	---	---	---	---	---

Relationship Between a Byte and a Bit



Relationship Between a Byte and a Bit



Bit Permutations

<u>1 bit</u>	<u>2 bits</u>	<u>3 bits</u>	<u>4 bits</u>	
0	00	000	0000	1000
1	01	001	0001	1001
	10	010	0010	1010
	11	011	0011	1011
		100	0100	1100
		101	0101	1101
		110	0110	1110
		111	0111	1111

Each additional bit doubles the number of possible permutations

Bit Permutations

- Each permutation can represent a particular item
- There are 2^N permutations of N bits
- Therefore, N bits are needed to represent 2^N unique items

How many
items can be
represented by



1 bit ?	$2^1 = 2$ items
2 bits ?	$2^2 = 4$ items
3 bits ?	$2^3 = 8$ items
4 bits ?	$2^4 = 16$ items
5 bits ?	$2^5 = 32$ items

What is the maximum number that can be stored in one byte (8 bits)?

What is the maximum number that can be stored in one byte (8 bits)?

- **1 1 1 1 1 1 1 1**
- **1 1 1 1 1 1 1 1**
- **$1*2^7 + 1*2^6 + 1*2^5 + 1*2^4 + 1*2^3 + 1*2^2 + 1*2^1 + 1*2^0$**
- **$1*128 + 1*64 + 1*32 + 1*16 + 1*8 + 1*4 + 1*2 + 1*1$**
- **$128 + 64 + 32 + 16 + 8 + 4 + 2 + 1 = 255$ (in decimal)**
- **Another way is: $1*2^8 - 1 = 256 - 1 = 255$**

What would happen if we try to add 1 to the largest number that can be stored in one byte (8 bits)?

$$\begin{array}{r} \\ 1 1 1 1 1 1 \\ + \\ 1 \\ \hline 1 0 0 0 0 0 \\ 0 0 0 0 0 \end{array}$$

Analogy with car odometers



Analogy with car odometers



[<http://www.hyperocity.com/volvo240/images/Volvo/odometerrepair/speedo999999.jpg>]

Decimal to Binary Conversion (Using Guessing)

$$17 = 16 + 1 \rightarrow 10001_2$$

2^7	=	128	
2^6	=	64	
2^5	=	32	
2^4	=	16	✓
2^3	=	8	
2^2	=	4	
2^1	=	2	
2^0	=	1	✓

Decimal to Binary Conversion (Using Guessing)

$$212 = 128 + 64 + 16 + 4 \rightarrow 11010100_2$$

2^7	=	128	✓
2^6	=	64	✓
2^5	=	32	
2^4	=	16	✓
2^3	=	8	
2^2	=	4	✓
2^1	=	2	
2^0	=	1	

Converting from Decimal to Binary

				<i>result</i>	<i>remainder</i>
235	/	2	=	117	1
117	/	2	=	58	1
58	/	2	=	29	0
29	/	2	=	14	1
14	/	2	=	7	0
7	/	2	=	3	1
3	/	2	=	1	1
1	/	2	=	0	1

Converting from Decimal to Binary

					<i>result</i>	<i>remainder</i>	
235	/	2	=	117		1	
117	/	2	=	58		1	
58	/	2	=	29		0	
29	/	2	=	14		1	
14	/	2	=	7		0	
7	/	2	=	3		1	
3	/	2	=	1		1	
1	/	2	=	0		1	

$$235_{10} = 11101011_2$$

Convert $(857)_{10}$

				Remainder	
$857 \div 2$	$=$	428		1	LSB
$428 \div 2$	$=$	214		0	
$214 \div 2$	$=$	107		0	
$107 \div 2$	$=$	53		1	
$53 \div 2$	$=$	26		1	
$26 \div 2$	$=$	13		0	
$13 \div 2$	$=$	6		1	
$6 \div 2$	$=$	3		0	
$3 \div 2$	$=$	1		1	
$1 \div 2$	$=$	0		1	MSB

Result is $(1101011001)_2$

Octal System (Base 8)

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77

Binary to Octal Conversion

000	→	0
001	→	1
010	→	2
011	→	3
100	→	4
101	→	5
110	→	6
111	→	7

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

101 110 010 111

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

101	110	010	111
			
5	6	2	7

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

101	110	010	111
			
5	6	2	7

Thus, $101110010111_2 = 5627_8$

Hexadecimal System (Base 16)

$$52_{16} = 5 \times 16^1 + 2 \times 16^0 =$$

$$5 \times 16 + 2 \times 1 =$$

$$80 + 2 = 82_{10}$$

The 16 Hexadecimal Digits

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F

The 16 Hexadecimal Digits

0,	1,	2,	3,	4,	5,	6,	7,	8,	9,	A,	B,	C,	D,	E,	F
															
										10,	11,	12,	13,	14,	15

Hexadecimal to Decimal Conversion

$$C3_{16} = C \times 16^1 + 3 \times 16^0$$

$$= 12 \times 16 + 3 \times 1$$

$$= 192 + 3$$

$$= 195_{10}$$

Hexadecimal to Decimal Conversion

$$BEEF_{16} = ?_{10}$$

Hexadecimal to Decimal Conversion

$$\begin{aligned} BEEF_{16} &= B_{16} \times 16^3 + E_{16} \times 16^2 + E_{16} \times 16^1 + F_{16} \times 16^0 \\ &= 11 \times 16^3 + 14 \times 16^2 + 14 \times 16^1 + 15 \times 16^0 \\ &= 11 \times 4096 + 14 \times 256 + 14 \times 16 + 15 \times 1 \\ &= 45056 + 3584 + 224 + 15 \\ &= 48879_{10} \end{aligned}$$

Binary to Hexadecimal Conversion

0000	→	0
0001	→	1
0010	→	2
0011	→	3
0100	→	4
0101	→	5
0110	→	6
0111	→	7
1000	→	8
1001	→	9
1010	→	<i>A</i>
1011	→	<i>B</i>
1100	→	<i>C</i>
1101	→	<i>D</i>
1110	→	<i>E</i>
1111	→	<i>F</i>

Binary to Hexadecimal Conversion

0000	→	0	→	0
0001	→	1	→	1
0010	→	2	→	2
0011	→	3	→	3
0100	→	4	→	4
0101	→	5	→	5
0110	→	6	→	6
0111	→	7	→	7
1000	→	8	→	8
1001	→	9	→	9
1010	→	10	→	<i>A</i>
1011	→	11	→	<i>B</i>
1100	→	12	→	<i>C</i>
1101	→	13	→	<i>D</i>
1110	→	14	→	<i>E</i>
1111	→	15	→	<i>F</i>

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

1011 1001 0111

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

1011 1001 0111



B 9 7

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

1011 1001 0111


B 9 7

Thus, $101110010111_2 = \text{B97}_{16}$

Decimal to Hexadecimal Conversion

$$1396_{10} = 574_{16}$$

				<i>result</i>	<i>remainder</i>	
1396	/	16	=	87	4	
87	/	16	=	5	7	
5	/	16	=	0	5	

Decimal to Hexadecimal Conversion

$$502_{10} = 1F6_{16}$$

				<i>result</i>	<i>remainder</i>	
502	/	16	=	31	6	
31	/	16	=	1	15	
1	/	16	=	0	1	

Sample Midterm 1 Questions on Number Systems

4. Number Conversions (4 x 5p each = 20p)

(a) Convert 10101101_2 to decimal

$$\begin{aligned} & 1 \times 2^7 + 0 \times 2^6 + 1 \times 2^5 + 0 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = \\ & = 128 + 0 + 32 + 0 + 8 + 4 + 0 + 1 = \\ & = 128 + 40 + 5 = \boxed{173_{10}} \end{aligned}$$

(b) Convert 123_{10} to binary

$123/2$	$=$	61	1
$61/2$	$=$	30	1
$30/2$	$=$	15	0
$15/2$	$=$	7	1
$7/2$	$=$	3	1
$3/2$	$=$	1	1
$1/2$	$=$	0	1

1111011₂

(c) Convert **227**₁₀ to hexadecimal

$$\begin{array}{l} 227 / 16 = 14 \quad 3 \\ 14 / 16 = 0 \quad 14 \end{array}$$


E3₁₆

(d) Convert **COFFEE**₁₆ to octal.

1100 0000 1111 1111 1110 1110
6 0 1 7 7 7 5 6

60177756₈

4. Number Conversions (5 x 4p each = 20p)

(a) Convert 10111001_2 to decimal

$$\underbrace{1 \times 2^7}_{128} + \cancel{0 \times 2^6} + \underbrace{1 \times 2^5}_{32} + \underbrace{1 \times 2^4}_{16} + \underbrace{1 \times 2^3}_{8} + \cancel{0 \times 2^2} + \cancel{0 \times 2^1} + \underbrace{1 \times 2^0}_1 = 185$$

(b) Convert 135_{10} to binary

$$135 / 2 = 67$$

$$67 / 2 = 33$$

$$33 / 2 = 16$$

$$16 / 2 = 8$$

$$8 / 2 = 4$$

$$4 / 2 = 2$$

$$2 / 2 = 1$$

$$1 / 2 = 0$$

remainder

1

1

1

0

0

0

0

1



10000111_2

first
convert
to binary

(c) Convert 751₈ to hexadecimal

111 101 001

1E9₁₆

pad

000111101001

1 E 9

then
convert
from
binary to
hexadecimal

(d) Convert 219_{10} to hexadecimal

$$219 / 16 = 13$$

$$13 / 16 = 0$$

remainder

11

13



DB_{16}

$A=10$, $B=11$, $C=12$, $D=13$, $E=14$, $F=15$

First
convert
to decimal

(e) Convert 134_6 to binary

$$\underbrace{1 \times 6^2}_{36} + \underbrace{3 \times 6^1}_{18} + \underbrace{4 \times 6^0}_4 = 58_{10}$$

111010_2

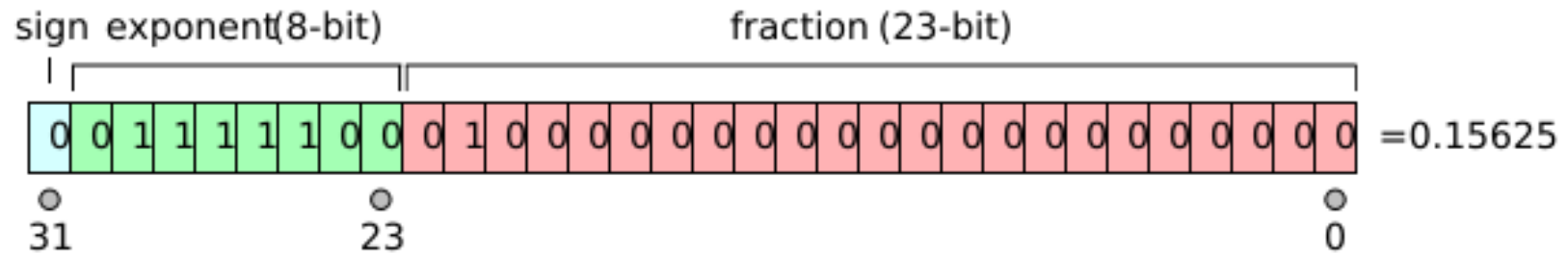
		<u>remainder</u>	
$58/2 =$	29	0	↑ Convert from decimal to binary
$29/2 =$	14	1	
$14/2 =$	7	0	
$7/2 =$	3	1	
$3/2 =$	1	1	
$1/2 =$	0	1	

Signed integers are more complicated

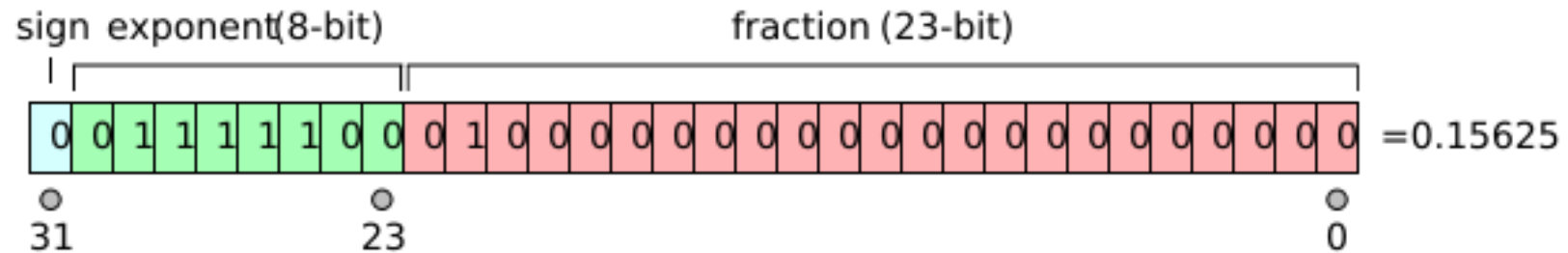
We will talk more about them when we start with Chapter 3 in a couple of weeks.

The story with floats is even more complicated

IEEE 754-1985 Standard



[http://en.wikipedia.org/wiki/IEEE_754]



$$v = (-1)^{sign} \times 2^{exponent - exponent\ bias} \times 1.fraction$$

$s = +1$ (positive numbers and +0) when the sign bit is 0

$s = -1$ (negative numbers and -0) when the sign bit is 1

$e = exponent - 127$ (in other words the exponent is stored with 127 added to it, also called "biased with 127")

In the example shown above, the *sign* is zero so s is +1, the *exponent* is 124 so e is -3, and the significand m is 1.01 (in binary, which is 1.25 in decimal). The represented number is therefore $+1.25 \times 2^{-3}$, which is +0.15625.

[http://en.wikipedia.org/wiki/IEEE_754]

On-line IEEE 754 Converter

- <https://www.h-schmidt.net/FloatConverter/IEEE754.html>
- **More about floating point numbers in Chapter 3.**

Storing Characters

- This requires some convention that maps binary numbers to characters.
- ASCII table
- Unicode

ASCII Table

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL (null)	32	20	040	 	Space	64	40	100	@	@	96	60	140	`	`
1	1	001	SOH (start of heading)	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	STX (start of text)	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	ETX (end of text)	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	EOT (end of transmission)	36	24	044	$	\$	68	44	104	D	D	100	64	144	d	d
5	5	005	ENQ (enquiry)	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	ACK (acknowledge)	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	BEL (bell)	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	BS (backspace)	40	28	050	(	(	72	48	110	H	H	104	68	150	h	h
9	9	011	TAB (horizontal tab)	41	29	051	)	)	73	49	111	I	I	105	69	151	i	i
10	A	012	LF (NL line feed, new line)	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	VT (vertical tab)	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	FF (NP form feed, new page)	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	CR (carriage return)	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	SO (shift out)	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	SI (shift in)	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	DLE (data link escape)	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	DC1 (device control 1)	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	DC2 (device control 2)	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	DC3 (device control 3)	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	DC4 (device control 4)	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	NAK (negative acknowledge)	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	SYN (synchronous idle)	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	ETB (end of trans. block)	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	CAN (cancel)	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	EM (end of medium)	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	SUB (substitute)	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	ESC (escape)	59	3B	073	;	;	91	5B	133	[	[	123	7B	173	{	{
28	1C	034	FS (file separator)	60	3C	074	<	<	92	5C	134	\	\	124	7C	174	|	
29	1D	035	GS (group separator)	61	3D	075	=	=	93	5D	135	]	]	125	7D	175	}	}
30	1E	036	RS (record separator)	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	US (unit separator)	63	3F	077	?	?	95	5F	137	_	_	127	7F	177		DEL

Source: www.LookupTables.com

Extended ASCII Codes

128	Ç	144	É	161	í	177	░	193	⌞	209	⌚	225	Β	241	±
129	ü	145	æ	162	ó	178	▒	194	⌟	210	⌛	226	Γ	242	≥
130	é	146	Æ	163	ú	179		195	⌠	211	⌜	227	π	243	≤
131	â	147	ô	164	ñ	180	⌡	196	—	212	⌝	228	Σ	244	∫
132	ä	148	ö	165	Ñ	181	⌢	197	⌢	213	⌞	229	σ	245	∫
133	à	149	ò	166	²	182	⌣	198	⌣	214	⌟	230	μ	246	÷
134	â	150	û	167	°	183	⌤	199	⌤	215	⌠	231	τ	247	≈
135	ç	151	ù	168	¿	184	⌥	200	⌥	216	⌡	232	Φ	248	°
136	ê	152	—	169	—	185	⌦	201	⌦	217	⌣	233	⊗	249	·
137	ë	153	Ö	170	¬	186	⌧	202	⌧	218	⌤	234	Ω	250	·
138	è	154	Û	171	½	187	⌨	203	⌨	219	■	235	δ	251	√
139	ï	156	£	172	¼	188	〈	204	〈	220	■	236	∞	252	—
140	î	157	¥	173	¡	189	〉	205	=	221	■	237	φ	253	²
141	ì	158	—	174	«	190	⌫	206	⌫	222	■	238	ε	254	■
142	Ä	159	ƒ	175	»	191	⌬	207	⌬	223	■	239	∩	255	
143	Å	160	á	176	░	192	⌭	208	⌭	224	α	240	≡		

Source: www.LookupTables.com

The Unicode Character Code

- <http://www.unicode.org/charts/>
- <https://en.wikipedia.org/wiki/Unicode>
- The original standard uses 16 bits (2 bytes)
- The later extensions use up to 32 bits.

The Greek Alphabet

<http://www.unicode.org/charts/>

	037	038	039	03A	03B	03C	03D	03E	03F
0	Ι 0370		ί 0390	Π 03A0	ύ 03B0	π 03C0	δ 03D0	ϑ 03E0	κ 03F0
1	ι 0371		Α 0391	Ρ 03A1	α 03B1	ρ 03C1	θ 03D1	ϣ 03E1	ϱ 03F1
2	Τ 0372		Β 0392		β 03B2	ς 03C2	Υ 03D2	ϖ 03E2	Ϸ 03F2
3	Τ 0373		Γ 0393	Σ 03A3	γ 03B3	σ 03C3	Ϛ 03D3	ϗ 03E3	ϸ 03F3
4	΄ 0374	΄ 0384	Δ 0394	Τ 03A4	δ 03B4	τ 03C4	Ϛ 03D4	ϣ 03E4	Θ 03F4
5	΄ 0375	΄ 0385	Ε 0395	Υ 03A5	ε 03B5	υ 03C5	φ 03D5	ϣ 03E5	€ 03F5
6	И 0376	Α 0386	Ζ 0396	Φ 03A6	ζ 03B6	φ 03C6	ϖ 03D6	ϣ 03E6	ϣ 03F6
7	и 0377	· 0387	Η 0397	Χ 03A7	η 03B7	χ 03C7	ϣ 03D7	ϣ 03E7	ϣ 03F7
8		Έ 0388	Θ 0398	Ψ 03A8	θ 03B8	ψ 03C8	Ω 03D8	ϣ 03E8	ϣ 03F8
9		Ή 0389	Ι 0399	Ω 03A9	ι 03B9	ω 03C9	ϣ 03D9	ϣ 03E9	ϣ 03F9
A	΄ 037A	΄ 038A	Κ 039A	Ϊ 03AA	κ 03BA	ϊ 03CA	ϣ 03DA	ϣ 03EA	Μ 03FA
B	Ϸ 037B		Λ 039B	Ϋ 03AB	λ 03BB	ϣ 03CB	ϣ 03DB	ϣ 03EB	ϣ 03FB
C	ϣ 037C	Ό 038C	Μ 039C	ά 03AC	μ 03BC	ό 03CC	ϣ 03DC	ϣ 03EC	ρ 03FC
D	ϣ 037D		Ν 039D	έ 03AD	ν 03BD	ύ 03CD	ϣ 03DD	ϣ 03ED	ϣ 03FD
E	;	Υ 038E	Ξ 039E	ή 03AE	ξ 03BE	ώ 03CE	ϣ 03DE	ϣ 03EE	ϣ 03FE
F	Ј 037F	Ω 038F	Ο 039F	ί 03AF	ο 03BF	ϣ 03CF	ϣ 03DF	ϣ 03EF	ϣ 03FF

Close up

	037	038	039	03A	03B	03C	03D	03E	03F
0	Ꝁ 0370		ï 0390	Π 03A0	Ů 03B0	π 03C0	Ɔ 03D0	Ǝ 03E0	Ƨ 03F0
1	ꝁ 0371		A 0391	P 03A1	α 03B1	ρ 03C1	Ɔ 03D1	Ǝ 03E1	Q 03F1
2	Ꝃ 0372		B 0392		β 03B2	ζ 03C2	Υ 03D2	Ω 03E2	C 03F2
3	ꝃ 0373		Γ 0393	Σ 03A3	γ 03B3	σ 03C3	὚ 03D3	ω 03E3	j 03F3

Close up

This is the Hexadecimal number
for the Greek letter alpha: 03B1

	037	038	039	03A	03B	03C	03D	03E	03F
0	Ⲑ 0370		ⲓ 0390	Ⲡ 03A0	Ⲫ 03B0	ⲡ 03C0	Ⲕ 03D0	Ⲛ 03E0	Ⲙ 03F0
1	ⲑ 0371		Ⲍ 0391	ⲡ 03A1	ⲁ 03B1	ⲣ 03C1	Ⲗ 03D1	Ⲟ 03E1	Ⲙ 03F1
2	Ⲓ 0372		ⲍ 0392		ⲃ 03B2	ⲥ 03C2	Ⲙ 03D2	ⲟ 03E2	Ⲡ 03F2
3	ⲓ 0373		Ⲏ 0393	Ⲣ 03A3	Ⲅ 03B3	Ⲧ 03C3	ⲙ 03D3	ⲟ 03E3	ⲡ 03F3

Close up

This is the Hexadecimal number
for the Greek letter beta: 03B2

	037	038	039	03A	03B	03C	03D	03E	03F
0	Ⲑ 0370		ⲓ 0390	Ⲡ 03A0	Ⲫ 03B0	ⲡ 03C0	Ⲕ 03D0	Ⲛ 03E0	Ⲙ 03F0
1	ⲑ 0371		Ⲍ 0391	ⲡ 03A1	ⲁ 03B1	ⲛ 03C1	Ⲗ 03D1	ⲛ 03E1	ⲙ 03F1
2	Ⲓ 0372		ⲍ 0392		ⲃ 03B2	ⲥ 03C2	Ⲙ 03D2	ⲙ 03E2	Ⲏ 03F2
3	ⲓ 0373		Ⲏ 0393	Ⲣ 03A3	Ⲅ 03B3	Ⲧ 03C3	ⲙ 03D3	ⲙ 03E3	ⲏ 03F3

Close up

This is the Hexadecimal number
for the Greek letter gamma: 03B3

	037	038	039	03A	03B	03C	03D	03E	03F
0	Ⲛ 0370		ⲓ 0390	Ⲡ 03A0	Ⲫ 03B0	ⲡ 03C0	Ⲕ 03D0	Ⲕ 03E0	ⲕ 03F0
1	Ⲛ 0371		Ⲍ 0391	Ⲡ 03A1	Ⲃ 03B1	ⲡ 03C1	Ⲕ 03D1	Ⲕ 03E1	ⲕ 03F1
2	Ⲛ 0372		Ⲍ 0392		Ⲃ 03B2	ⲡ 03C2	Ⲕ 03D2	Ⲕ 03E2	ⲕ 03F2
3	Ⲛ 0373		Ⲍ 0393	Ⲡ 03A3	Ⲃ 03B3	ⲡ 03C3	Ⲕ 03D3	Ⲕ 03E3	ⲕ 03F3

Close up

This is the Hexadecimal number
for the Greek letter pi: 03C0

	037	038	039	03A	03B	03C	03D	03E	03F
0	Ⲑ 0370		ⲓ 0390	Ⲡ 03A0	Ⲫ 03B0	ⲡ 03C0	Ⲕ 03D0	Ⲗ 03E0	Ⲙ 03F0
1	ⲑ 0371		Ⲥ 0391	ⲡ 03A1	ⲁ 03B1	ⲛ 03C1	ⲥ 03D1	ⲟ 03E1	Ⲙ 03F1
2	Ⲣ 0372		Ⲥ 0392		ⲃ 03B2	ⲥ 03C2	Ⲣ 03D2	ⲗ 03E2	Ⲙ 03F2
3	Ⲣ 0373		Ⲥ 0393	Ⲥ 03A3	ⲃ 03B3	ⲥ 03C3	Ⲣ 03D3	ⲗ 03E3	Ⲙ 03F3

Egyptian Hieroglyphs

<http://www.unicode.org/charts/>

	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	130A	130B	130C	130D
0														
1														
2														
3														
4														
5														
6														
7														
8														
9														
A														
B														
C														
D														
E														
F														

Close up

	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	130A	130B	130C	130D
0	 13000	 13010	 13020	 13030	 13040	 13050	 13060	 13070	 13080	 13090	 130A0	 130B0	 130C0	 130D0
1	 13001	 13011	 13021	 13031	 13041	 13051	 13061	 13071	 13081	 13091	 130A1	 130B1	 130C1	 130D1
2	 13002	 13012	 13022	 13032	 13042	 13052	 13062	 13072	 13082	 13092	 130A2	 130B2	 130C2	 130D2
3	 13003	 13013	 13023	 13033	 13043	 13053	 13063	 13073	 13083	 13093	 130A3	 130B3	 130C3	 130D3
4	 13004	 13014	 13024	 13034	 13044	 13054	 13064	 13074	 13084	 13094	 130A4	 130B4	 130C4	 130D4

<http://www.unicode.org/charts/>

Questions?

THE END