



# CPSC 100

# Computational Thinking

## Data Representation

**Instructor: Firas Moosvi**  
**Department of Computer Science**  
**University of British Columbia**



# Agenda

- Course Admin
- Learning Goals
- Review of Binary/Ternary
- Hexadecimal
- RGB Colours

# Course Admin

# Learning Goals



# Learning Goals

After this **today's lecture**, you should be able to:

- Recognize **hexadecimal numbers** and their role in data representation.
- Count in different **standard number bases** (i.e. 2, 10, 16).
- **Translate** numbers between binary, hexadecimal, and decimal without a calculator

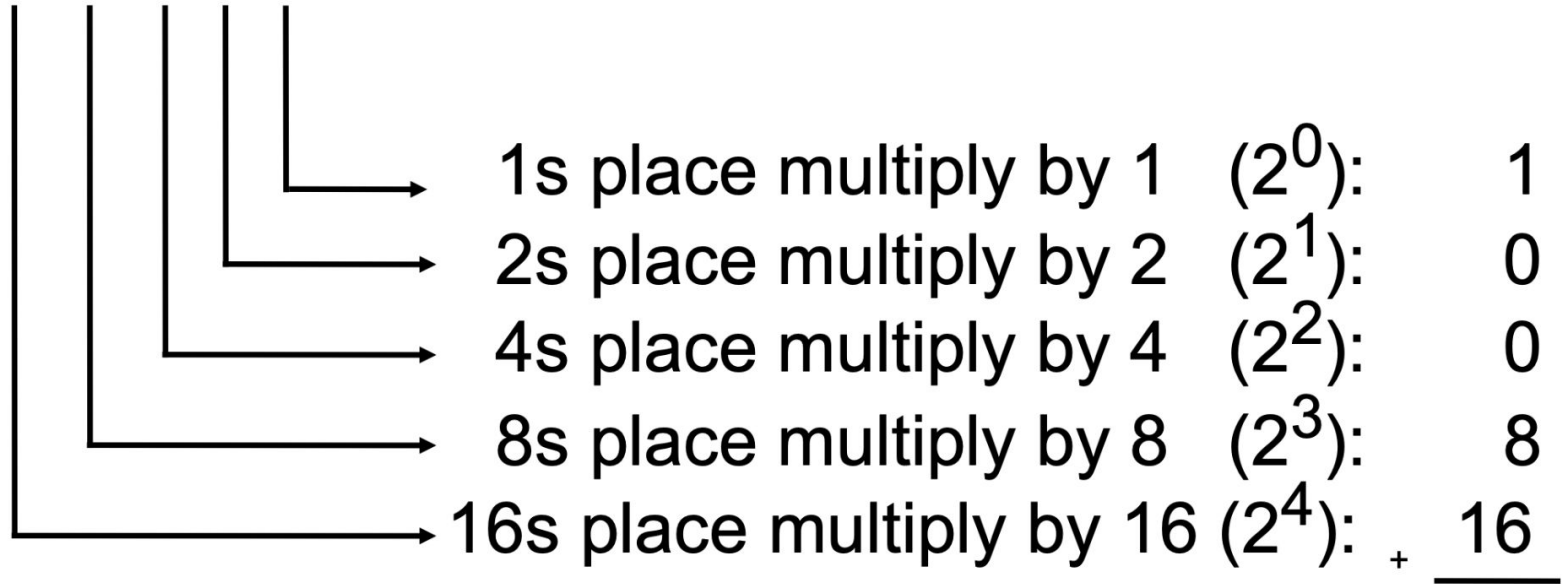
After watching the **take home-video**, you should be able to:

- Recognize the difference between binary and ternary numbers
- Translate numbers between binary, hexadecimal, decimal and **ternary**

# Convert Binary to Decimal

Recall

0b 1 1 0 0 1



Total in decimal (add them up): 25

# Algorithm to Convert Decimal to Binary

- Start with a decimal number  $n$  (0 to 255)
  - Since 255 is the maximum, we need 8 bits.
- Check the highest power of 2 that fits into  $n$ :
  - If  $n < 128$ , set the 1st (leftmost) bit to 0; otherwise, set it to 1 and subtract 128 from  $n$  ( $n=n-128$ )
  - If  $n < 64$ , set the 2nd bit to 0; otherwise, set it to 1 and subtract 64 from  $n$ . ( $n=n-64$ )
  - If  $n < 32$ , set the 3rd bit to 0; otherwise, set it to 1 and subtract 32 from  $n$ . ( $n=n-32$ )
  - Continue this process for 16, 8, 4, 2, and finally 1.
- By the end,  $n$  will be either 0 or 1, which is the last (8th) bit.

# Algorithm to Convert 217 to Binary

- $n = 217$
- Check the highest power of 2 that fits into  $n$ :
  - $\times 217 < 128 (2^7)$ , 1st Bit = **1**
    - $n = 217 - 128 \Rightarrow 89$
  - $\times 89 < 64 (2^6)$ , 2nd bit = **1**
    - $n = 89 - 64 \Rightarrow 25$
  - $\checkmark 25 < 32 (2^5)$ , 3rd bit = **0**
    - *No subtraction required*
  - $\times 25 < 16 (2^4)$ , 4th bit = **1**
    - $n = 25 - 16 \Rightarrow 9$
  - $\times 9 < 8 (2^3)$ , 5th Bit = **1**
    - $n = 9 - 8 \Rightarrow 1$
  - $\checkmark 1 < 4 (2^2)$ , 6th bit = **0**
    - *No subtraction required*
  - $\checkmark 1 < 2 (2^1)$ , 7th bit = **0**
    - *No subtraction required*
  - **Final bit =  $n = 1 (2^0) \rightarrow$  8th bit = **1****
- **Final Answer: 11011001**



# Recap



**Q: What is the binary number for 9?**



- A. 10001
- B. 01010
- C. 01011
- D. 01000
- E. 01001



# Hexadecimal Numbers



# Hexadecimal Numbers

- Computers don't understand Decimal (base 10)
- Humans have trouble with Binary (base 2)
  - 1111111110011000111000101010
  - Writing so many 0's and 1's is tedious and error prone
- **Hex digits**, short for hexadecimal (base 16)
  - Compromise between humans and computers
  - **Easy to convert between Hex and Binary**



# Hexadecimal Numbers

- The digits of the hexadecimal numbering system are
  - 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F
- Because there are 16 digits, they can be represented perfectly by the 16 symbols of 4-bit sequences:
  - The bit sequence **0000** is **hex 0** Bit sequence **0001** is **hex 1**
  - Bit sequence 1111, is hex F
  - Sometimes we use the representation **0x[number]** to show that a number is in **hex**.



# Hexadecimal Numbers to Binary

- Because each hex digit corresponds to a 4-binary sequence, it's easy to translate between hex and binary
  - Hex → binary: replace each hexadecimal digit by the four corresponding binary digits in the conversion table

Hex:

F

A

B

4

Binary:

1111

1010

1011

0100



# Binary to Hexadecimal

- Binary → hex:
  - Put extra 0's at the left of the binary number as necessary so that the total number of digits is a multiple of 4
  - then reverse the hex → binary conversion process

Binary:	0010	1011	1010	1101
Hex:	2	B	A	D





# Activity - Fill in the Gaps

## (Take Home)

Decimal	Binary	Hex
00	0000	0
01	0001	1
02	0010	
03		
04	0100	
05		
06		6
07		

Decimal	Binary	Hex
08		
09	1001	
10		A
11	1011	
12		
13	1101	
14		
15		F

(leading 0's, shown in gray, are useful for some conversions)



# MetaCog Activity - Fill in the Gaps

## (Take Home)

Decimal	Binary	Hex
00	0000	0
01	0001	1
02	0010	2
03	0011	3
04	0100	4
05	0101	5
06	0110	6
07	0111	7

Decimal	Binary	Hex
08	1000	8
09	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

(leading 0's, shown in gray, are useful for some conversions)

**Q: Translate 0xAFF1 to binary**

- A. 1111 1101 1101 0001
- B. 1010 1101 1101 0001
- C. 0001 1111 1111 1010
- D. 1111 1010 1111 0001
- E. 1010 1111 1111 0001



# Learning Goals

After this **today's lecture**, you should be able to:

- Understand how colours are represented in the RGB model
- Describe how RGB colours are stored and represented in computing.
  - Recognize that each colour (R, G, B) has 256 intensity levels (0-255).
- Convert between different RGB representations: Decimal, Binary, & Hex

After watching the **take-home video**, you should be able to:

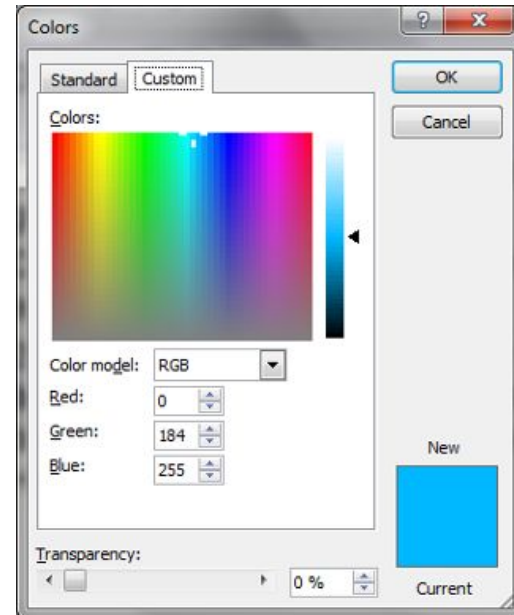
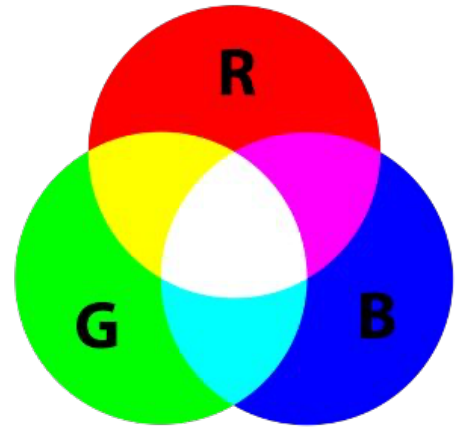
- Analyze how RGB colours mix to produce new colours.
- Explain and apply colour theory concepts to digital designs

# RGB Colours



# RGB Colours

- Monitors, phone screens, and TVs make different colours by mixing **Red**, **Green**, and **Blue** lights
- Computer applications use 256 intensities (8 bits) for each of red, green, and blue.





# RGB Colours

Black is the absence of light:

- **0000 0000 0000 0000 0000 0000** (Binary)
- **0 0 0 0 0 0** (Hex)
  - RGB bit assignment for black

White is the full intensity of each color:

- **1111 1111 1111 1111 1111 1111** (Binary)
- **F F F F F F** (Hex)
  - RGB bit assignment for white

- [https://www.w3schools.com/colors/colors\\_picker](https://www.w3schools.com/colors/colors_picker)



Red: #FF0000



Green: #00FF00



Blue: #0000FF



Black: #000000

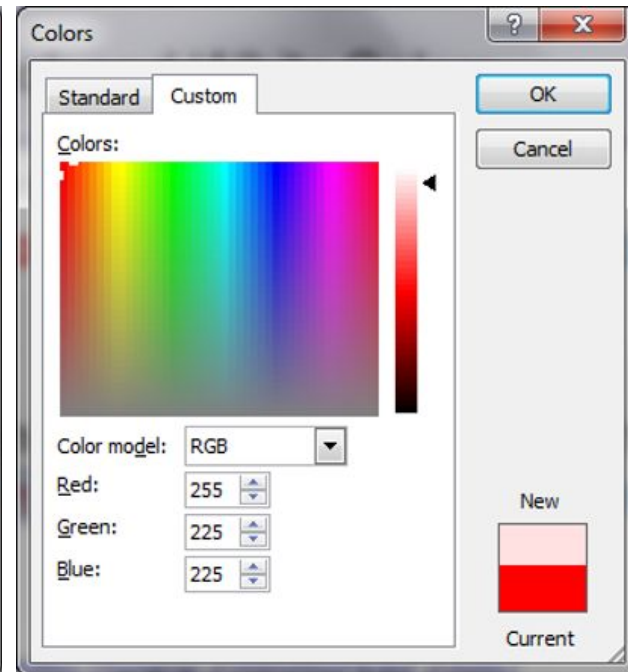
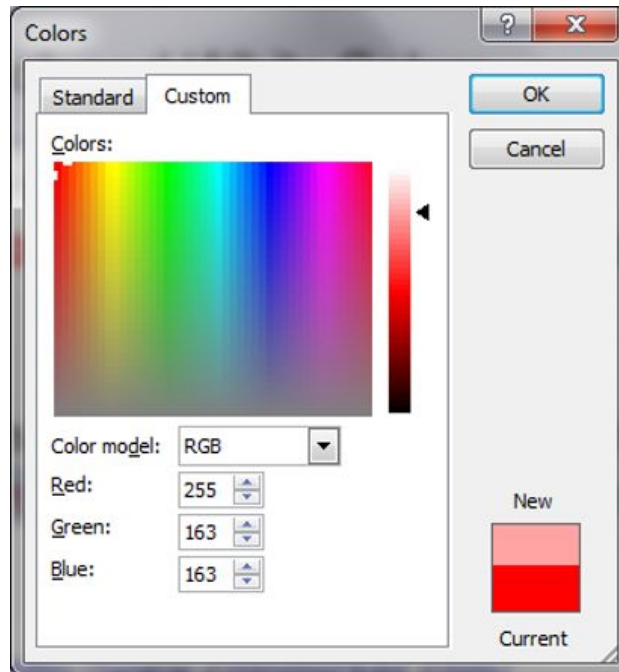
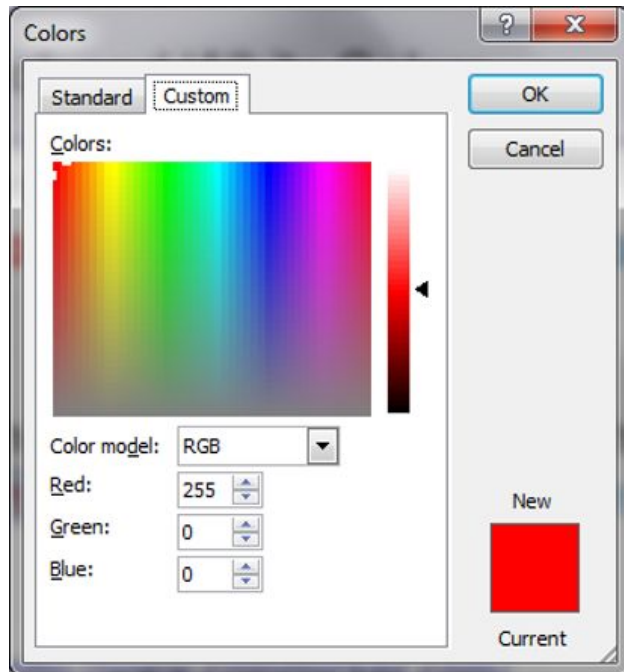


White: #FFFFFF



Grey: #CCCCCC

# RGB Colours in Decimal







# RGB Colours

- | • Colour        | Decimal             | Hex     |
|-----------------|---------------------|---------|
| • <b>R</b> ed   | → (255, 0, 0) →     | #FF0000 |
| • <b>G</b> reen | → (0, 255, 0) →     | #00FF00 |
| • <b>B</b> lue  | → (0, 0, 255) →     | #0000FF |
| • White         | → (255, 255, 255) → | #FFFFFF |
| • Black         | → (0, 0, 0) →       | #000000 |



# RGB Colours

- **Colour**                      **Decimal**                      **Hex**
- **R**ed            → (255, 0, 0)            → #FF0000
- **G**reen        → (0, 255, 0)            → #00FF00
- **B**lue            → (0, 0, 255)            → #0000FF
- White        → (255, 255, 255) → #FFFFFF
- Black        → (0, 0, 0)            → #000000

*Recall: Hexadecimal is a base-16 system where:*

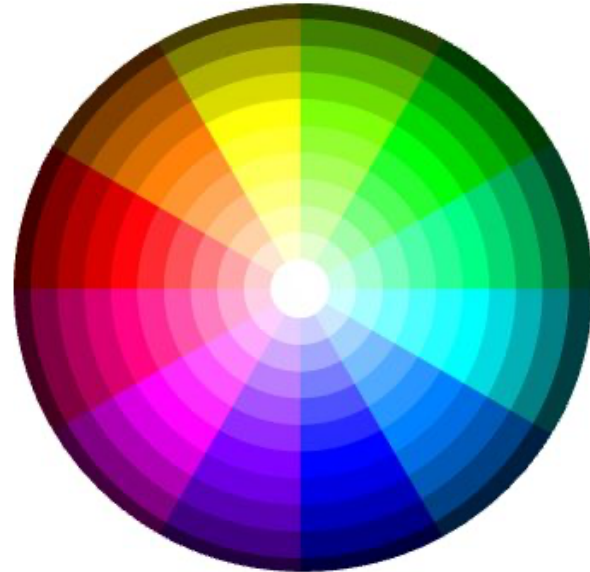
- Digits 0-9 represent values 0-9.
- Letters A-F represent values 10-15.
- Example: FF (Hex) =  $(F \times 16^1) + (F \times 16^0)$   
 $(15 \times 16) + (15 \times 1) \Rightarrow 255$

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



**Q: Which colour best describes the one represented by the hexadecimal colour code: #32CD32?**

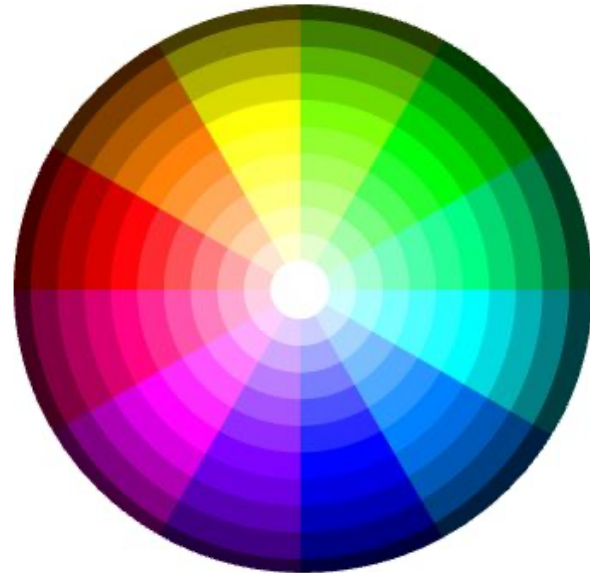
- A. Shade of red
- B. Shade of blue
- C. Shade of green
- D. Shade of purple
- E. Shade of yellow





**Q: Which colour best describes the one represented by the hexadecimal colour code: #800B80?**

- A. Shade of red
- B. Shade of blue
- C. Shade of green
- D. Shade of purple
- E. Shade of yellow



# Mini-Activity



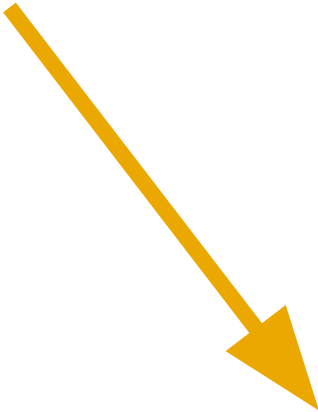
# Color Mixing: Match the Colour to its Hex Rep.

Hex. Rep.	shade of ...
#FFA933	Yellow
#FF99FF	Pink or Magenta
#EAE51D	Blue
#A1A2A3	Orange
#1234F8	Grey



# Color Mixing: Match the Colour to its Hex Rep.

Hex. Rep.	shade of ...
#FFA933	Yellow
#FF99FF	Pink or Magenta
#EAE51D	Blue
#A1A2A3	Orange
#1234F8	Grey







# Color Mixing: Match the Colour to its Hex Rep.

Hex. Rep.		shade of ...
#FFA933		Yellow
#FF99FF		Pink or Magenta
#EAE51D		Blue
#A1A2A3		Orange
#1234F8		Grey



# Color Mixing: Match the Colour to its Hex Rep.

Hex. Rep.		shade of ...
#FFA933		Yellow
#FF99FF		Pink or Magenta
#EAE51D		Blue
#A1A2A3		Orange
#1234F8		Grey



# Color Mixing: Match the Colour to its Hex Rep.

Hex. Rep.		shade of ...
#FFA933		Yellow
#FF99FF		Pink or Magenta
#EAE51D		Blue
#A1A2A3		Orange
#1234F8		Grey



# Color Mixing: Match the Colour to its Hex Rep.

Hex. Rep.		shade of ...
#FFA933		Yellow
#FF99FF		Pink or Magenta
#EAE51D		Blue
#A1A2A3		Orange
#1234F8		Grey



# Take-Home Practice

# Convert these numbers to binary

- 16
- 27
- 30
- 58
- 98
- 78
- 100
- 9
- 34

**Convert 1100 1010 1111 1110  
to hexadecimal**



# Convert 0xA19C to decimal

# Convert 48 to hexadecimal

# Take Home Video

# Colour Theory

[https://youtu.be/\\_2LLXnUdUlc?si=ZC0gCVCkhlmnc3KT](https://youtu.be/_2LLXnUdUlc?si=ZC0gCVCkhlmnc3KT)



# Another Useful Video

[https://youtu.be/CBYhwc4WSI?si=fITtLe\\_y5ZyqDQTA&t=57](https://youtu.be/CBYhwc4WSI?si=fITtLe_y5ZyqDQTA&t=57)



# Wrap up