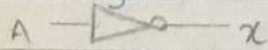


① Conversions Of Number System

* Binary (2)	* Denary (10)	* Hexadecimal (16)
<p>(i) Binary to Binary: Prime factorising Denary no. w/ 2.</p> <p>eg: $7_{(10)} = \begin{array}{r} 2 \overline{) 7} \\ 2 \ 4 - 1 \\ 2 \ 2 - 0 \\ \underline{1} \ 0 \end{array}$</p> <p>$= 1001_{(2)}$</p>	<p>(i) Binary to Denary: Multiply each binary digit w/ 2^{power}. Add all.</p> <p>eg: $101_{(2)}$ $= 2^2 \times 1 + 2^1 \times 0 + 2^0 \times 1$ $= 4 + 0 + 1$ $= 5_{(10)}$</p>	<p>(i) Binary to Hexadecimal: Make groups of four digits in binary no. Add "0" if required to make upto four on the left side of no. Add each group no. a/ multiplying w/ 2^{power}. A/ addition, each group is a hexadecimal digit.</p> <p>eg: $\overset{\text{Added}}{0000} \ 1010 \ 0100_{(2)}$ a) $2^3 \times 0 + 2^2 \times 0 + 2^1 \times 0 + 2^0 \times 0 = 0$ b) $2^3 \times 1 + 2^2 \times 0 + 2^1 \times 1 + 2^0 \times 0 = 14$ c) $2^3 \times 0 + 2^2 \times 1 + 2^1 \times 0 + 2^0 \times 0 = 9$</p> <p>$\therefore 0149_{(16)} \approx 0E9_{(16)}$</p>
<p>(iii) Hexadecimal to Binary: Separately prime factorising each Hexadecimal digit w/ 2. Following the order as in Hexadecimal no.</p> <p>eg: 9A</p> <p>$\begin{array}{r} 2 \overline{) 9} \\ 2 \ 4 - 1 \\ 2 \ 2 - 0 \\ \underline{1} \ 0 \end{array} \quad \begin{array}{r} 2 \overline{) 10} \\ 2 \ 5 - 0 \\ 2 \ 2 - 1 \\ \underline{2} \ 0 - 0 \\ \underline{1} \ 0 \end{array}$</p> <p>$= 1001 \ 1010_{(2)}$</p>	<p>(ii) Hexadecimal to Denary: Multiply each hexadecimal digit w/ 16^{power}. Add all.</p> <p>eg: $2B_{(16)}$ $= 16^1 \times 2 + 16^0 \times 11$ $= 32 + 11$ $= 43_{(10)}$</p>	<p>(iii) Denary to Hexadecimal: Prime factorising Denary no. w/ 16.</p> <p>eg: $268_{(10)} = \begin{array}{r} 16 \overline{) 268} \\ 16 \ 12 - \\ \underline{1} \ 0 \end{array}$</p> <p>$= 1012_{(16)} \approx 10C_{(16)}$</p>

② Logic Gates

* Not gate:



→ Logic = NOT A

→ Boolean = \bar{a}

A	x
0	1
1	0

→ Logic = A OR B

→ Boolean = $a + b$

A	B	x
0	0	0
0	1	1
1	0	1
1	1	1

* And gate:

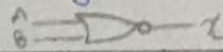


→ Logic = A AND B

→ Boolean = $a \cdot b$

A	B	x
0	0	0
0	1	0
1	0	0
1	1	1

* Nor gate: (NOT OR)



→ Logic = A NOR B

→ Boolean = $\overline{a + b}$

A	B	x
0	0	1
0	1	0
1	0	0
1	1	0

* Nand gate: (NOT AND)



→ Logic = A NAND B

→ Boolean = $\overline{a \cdot b}$

A	B	x
0	0	1
0	1	1
1	0	1
1	1	0

* Xor gate:



→ Logic = A XOR B

→ Boolean = $(a \cdot \bar{b}) + (\bar{a} \cdot b)$

A	B	x
0	0	0
0	1	1
1	0	1
1	1	0

* Or gate:



③ Visual Basic Programming

→ Introduction:

- * Function: Collection of instructions.
- * Program: Collection of functions.
- * Software: Collection of programs.
- * Programming language.
- * High-level language.
- * Easy to learn.

→ Syntax:

* Sub Main ()

Working

End Sub

* User-defined term;

Start with: Letter, 1-9, _.

* Comments: ① comment xyz ②.

* = : equal, <> : not equal.

* Const. Readkey : To hold a program.

→ Datatypes: "Dim variable As _____"

1) Boolean: True/False

2) Char: Single letter/no.

3) String: Any sentence/no.

4) Single: No. only, less values, holds decimals

5) Double: No. only, more values, holds decimals

6) Integer: No. only, no decimal but -ive values too.

→ ② Conditional Statements:

Set of rules performed if a certain condition is met.

a) If statement;

(i) If Then:

Syn
If condition Then
statement

End if

Eg
If a > b Then

c = a

End if

(ii) If Then Else:

Syn
If condition Then
statement

Else

other statement

End if

Eg

```

If a > b Then
    c = a
Else
    d = a
Endif

```

b) Case structure ;

Syn

```

Select Case variableName
    Case condition
        statement
    Case condition
        statement
    Case Else
        statement
End Select

```

Eg

```

game = console.readline()
Select Case game
    Case Is = "GTA 1"
        console.WriteLine("1")
    Case Is = "GTA 2"
        console.WriteLine("2")
    Case Else
        console.WriteLine("No")
End Select

```

Eg

```

numb = console.readline()
Select Case numb
    Case Is > 0
        console.WriteLine("G")
    Case Is < 0
        console.WriteLine("L")
    Case Else
        console.WriteLine("Null")
End Select

```

→ ③ Loops :

Set of instructions continuously performed until a certain condition is met.

a) For ... To ... Next ;

Syn

```

For condition To condition
    statement
Next

```


Eg

For age = 1 To 10

age = console.readline()

Next

b)

While ... End While ;

Condition tested at start of loop.

Syn

While condition

statement

increment (To prevent infinite loop)

End While

Eg

x = 3

While x = 3

console.WriteLine("3")

x += 1

End While

c)

Do loop ;

Condition tested after first cycle.

(i)

Do... While (While the condition...)

Syn

Do

statement

increment

Loop While condition

Eg

x = 0

Do

console.WriteLine("x")

x += 1

Loop While x > 5

Output: x

(ii)

Do... Until (Till the condition...)

Syn

Do

statement

increment

Loop Until condition

Eg

x = 11

Do

console.WriteLine("x")

x += 1

Loop Until x = 13

Output: x, x



Arrays :

An array can store multiple values.

Syn Dim arrayName (no. of values) As Datatype

Eg Dim marks (10) As Integer

* Filling an Array;

```
Dim marks (10) As Integer
```

```
Dim c As Integer
```

```
For c = 1 To 10
```

```
marks(c) = console.readline
```

```
Next
```

→ ⑥ Functions :

Used to perform a specific task. Can be called in a program where required. Returns a value after execution.

(i) ② Numeric Functions :

Contains only numbers & are suitable for numeric calculations.

a) Int function ;

Only returns the integer value without rounding.

Syn Dim varName As Datatype
varName = console.readline
console.WriteLine (Int (varName))

Eg Dim x As Single
x = 1.009
console.WriteLine (Int (x))

Output: 1

b) Round function ;

Rounds the value to nearest integer.

Syn Dim varName As Datatype
varName = console.readline
console.WriteLine (Math.Round (varName))

Eg

```
Dim x As Single
```

```
x = 1.009
```

```
console.WriteLine(Math.Round(x))
```

Output: 1

(ii)

④ String Functions:

May contain numbers and/or strings but not suitable for numeric calculations.

a)

Left function;

Gives characters from left side i.e. abcd, 2 = ab.

Syn

```
Dim varName As Datatype
```

```
varName = console.ReadLine
```

```
console.WriteLine(Left(varName, No. of characters))
```

Eg

```
Dim x As String = "abdullah"
```

```
console.WriteLine(Left(x, 3))
```

Output: abd

b)

Right function;

Gives characters from right side i.e. abcd, 2 = cd.

Syn

```
Dim varName As Datatype
```

```
varName = console.ReadLine
```

```
console.WriteLine(Right(varName, No. of characters))
```

Eg

```
Dim x As String = "abdullah"
```

```
console.WriteLine(Right(x, 3))
```

Output: lah

c)

Len function;

Returns the length/no. of characters of variable.

Syn

```
Dim varName As Datatype
```

```
varName = console.ReadLine
```

```
console.WriteLine(Len(varName))
```


Eg Dim x As String = "abdullah"
console.WriteLine (Len(x))
Output: 8

d) Mid function;
Returns the required number of characters from specified location.

Syn Dim varName As Datatype
varName = console.ReadLine
console.WriteLine (Mid (varName, Character's starting position,
No. of characters from starting position))

Eg Dim x As String = "abdullah"
console.WriteLine (Mid (x, 3, 3))
Output: dul

④ Extras

* Pseudocode Programming:

a) Conditional Statements;

- If ... Then ... Else ... Endif
- Case ... Of ... Otherwise ... End Case

b) Loops;

- For ... To ... Next
- Repeat ... Until
- While ... Do ... Endwhile