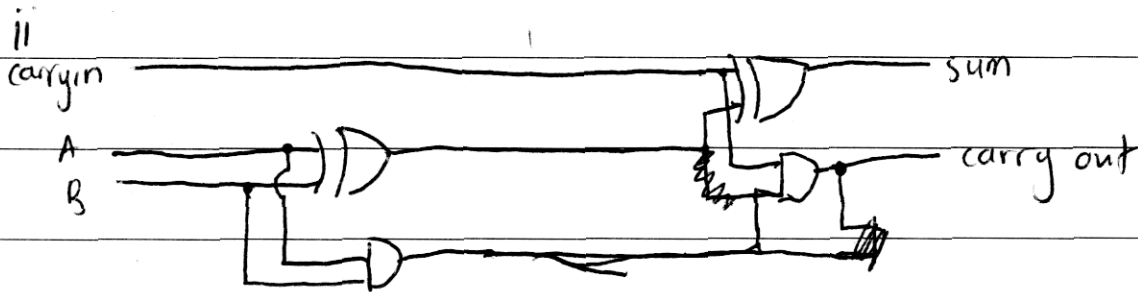


a) i

A	B	C	S
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



b) integer representation means that you may only have a whole number, i.e. 1, 2, 3, 4, 5, 6 etc whereas a floating point number can have a decimal point anywhere in the number i.e. 3.1 145.625 etc. The integer method would be appropriate in counting the number of students in a room, whereas the floating point method would be appropriate when determining the area of a circle i.e. π is a floating point number



0 = left-down 1 = right up

c) ~~left or down, right or up, left or down, left or down~~

the car moves ~~left or down~~ ^{right or up} ~~down~~ ^{50 mm} for the first

~~128 32 16~~ ² packet and then right or up

~~32 16~~ ^{128 32 16} for

~~32+16+2~~ ^{160ms}

~~32+16~~ ¹¹⁰ if the car moves in the right or up direction

110

for 50 mm then in the right or

up direction for 83 mm

~~16 21~~
~~64+16+3~~
~~64+16~~

83

ii add
$$\begin{array}{r} 0110010 \\ 1010011 \\ \hline 10000101 \end{array}$$

$$\begin{array}{r} 1011 \\ 1101 \overline{) 10000101} \\ \underline{0101000} \\ 10101000 \\ \underline{00101101} \\ 010110 \\ \underline{101010} \\ 010111 \\ \underline{001011} \\ 110101 \\ \underline{001100} \end{array}$$

start
1001

$$10000101 \div 1101 = 1011 R 1100$$

so Remainder = 1100



iii BEGIN

read stringIn

Check datastream length

IF correct THEN

check checksum

ELSE Disregard

~~END~~ IF checksum correct THEN

extract movement data

ELSE Disregard

ENDIF

ENDIF

move car according to movement data

END.

BEGIN (check)

IF stringlength = 10 bits THEN

good data

ELSE bad data

ENDIF

END



BEGIN (Extract)

IF movement data = good THEN

bit 2 = 1 move right + up

bit 2 = 0 move down + left

then move sum (bit 3 to bit 9) mm in desired direction)

ELSE disregard

END