REPRESENTATIONS FROM CLAY TO SILICONE

Representing information with sequences of symbols, is necessary for storing, exchanging and processing information. Information in computers must be represented in a form convenient for processing.

Humans have invented lots of different ways to code information using different sounds, symbols or even lights!

Computers represent all data, including numbers, letters, symbols, images, videos and sounds using binary numbers. All binary numbers are made up of the digits) and 1.

Os and 1s are called binary digits, or bits. All characters are represented using sequences of bits.

Computers only use the two symbols 0 and 1 because all computers are built out of electrical switched which can only be on (1) or off (0).

Multipliers or weights are the amount each digit in a sequence is worth e.g the number 30 contains three 10s and zero 1s . 10 and 1 are the multipliers or weights. Binary numbers use different multipliers or weights

To convert from binary to decimal (also known as denary) multiply each binary digit with its multiplier, then add up the products to work out the decimal number. For example in the binary number above $1 \times 16 = 16 + 4 \times 1 = 4 + 1 \times 2 = 2$ and $1 \times 1 = 1$ and 16 + 4 + 2 + 1 = 23

	Key Words					
Bit (b)	The smallest unit of data. 0 or 1.					
Nibble (N)	4 bits					
Byte (B)	8 bits (note the difference between b and B)					
Kilobyte (KB)	1000 bytes. Note KB is different from Kb.					
Megabyte (MB)	1000 KB					
Gigabyte (GB)	1000 MB					
Terabyte (TB)	1000 GB					
Petabyte (PB)	1000 MB					
Binary number	A number system that contains two symbols, 0 and 1. Also know as base 2					
Base 2 number system	A number system where there are only 2 digits to select from.					
data	Units of information. In computing there can be different data types, including integers, characters and Boolean. Data is often acted on by instructions.					
Denary (also known as decimal)	The number system you use. It contains 10 unique digits 0 to 9. Also known as decimal or base 10					
Multiplier (also known as place value)	The value of the place, or position, of a digit in a number					

Multipliers	128	64	32	16	8	4	2	1
Example binary number	0	0	0	1	0	1	1	1