

## ASCII Character Representation

|    |     |    |     |    |    |   |    |   |    |   |     |   |     |     |
|----|-----|----|-----|----|----|---|----|---|----|---|-----|---|-----|-----|
| 0  | NUL | 16 | DLE | 32 | 48 | 0 | 64 | @ | 80 | P | 96  | ` | 112 | p   |
| 1  | SOH | 17 | DC1 | 33 | 49 | 1 | 65 | A | 81 | Q | 97  | a | 113 | q   |
| 2  | STX | 18 | DC2 | 34 | 50 | 2 | 66 | B | 82 | R | 98  | b | 114 | r   |
| 3  | ETX | 19 | DC3 | 35 | 51 | 3 | 67 | C | 83 | S | 99  | c | 115 | s   |
| 4  | EOT | 20 | DC4 | 36 | 52 | 4 | 68 | D | 84 | T | 100 | d | 116 | t   |
| 5  | ENQ | 21 | NAK | 37 | 53 | 5 | 69 | E | 85 | U | 101 | e | 117 | u   |
| 6  | ACK | 22 | SYN | 38 | 54 | 6 | 70 | F | 86 | V | 102 | f | 118 | v   |
| 7  | BEL | 23 | ETB | 39 | 55 | 7 | 71 | G | 87 | W | 103 | g | 119 | w   |
| 8  | BS  | 24 | CAN | 40 | 56 | 8 | 72 | H | 88 | X | 104 | h | 120 | x   |
| 9  | HT  | 25 | EM  | 41 | 57 | 9 | 73 | I | 89 | Y | 105 | i | 121 | y   |
| 10 | LF  | 26 | SUB | 42 | 58 | : | 74 | J | 90 | Z | 106 | j | 122 | z   |
| 11 | VT  | 27 | ESC | 43 | 59 | ; | 75 | K | 91 | [ | 107 | k | 123 | {   |
| 12 | FF  | 28 | FS  | 44 | 60 | < | 76 | L | 92 | \ | 108 | l | 124 |     |
| 13 | CR  | 29 | GS  | 45 | 61 | = | 77 | M | 93 | ] | 109 | m | 125 | }   |
| 14 | SO  | 30 | RS  | 46 | 62 | > | 78 | N | 94 | ^ | 110 | n | 126 | ~   |
| 15 | SI  | 31 | US  | 47 | 63 | ? | 79 | O | 95 | _ | 111 | o | 127 | DEL |

### Abbreviations

|  |  |
|--|--|
| <p>NUL Null</p> <p>SOH Start of heading</p> <p>STX Start of text</p> <p>ETX End of text</p> <p>EOT End of transmission</p> <p>ENQ Enquiry</p> <p>ACK Acknowledge</p> <p>BEL Bell (beep)</p> <p>BS Backspace</p> <p>HT Horizontal tab</p> <p>LF Line feed, new line</p> <p>VT Vertical tab</p> <p>FF Form feed, new page</p> <p>CR Carriage return</p> <p>SO Shift out</p> <p>SI Shift in</p> | <p>DLE Data link escape</p> <p>DC1 Device control 1</p> <p>DC2 Device control 2</p> <p>DC3 Device control 3</p> <p>DC4 Device control 4</p> <p>NAK Negative acknowledge</p> <p>SYN Synchronous idle</p> <p>ETB End of transmission block</p> <p>CAN Cancel</p> <p>EM End of medium</p> <p>SUB Substitute</p> <p>ESC Escape</p> <p>FS File separator</p> <p>GS Group separator</p> <p>RS Record separator</p> <p>US Unit separator</p> <p>DEL Delete/Idle</p> |
|--|--|

1) The ASCII code for character 'A' is  $65_{10}$ , 'B' is  $66_{10}$ , ... and 'a' is  $97_{10}$ , 'b' is  $98_{10}$ , ... .

a) What would be the 7-bit binary value used to represent 'A'?

b) What would be the 7-bit binary value used to represent 'a'?

c) How does an upper-case letter differ from its corresponding lower-case letter?

d) *Even parity* prepends a 0 or 1 so as to make the total number of 1's be even. What is the 8-bit ASCII value for 'A':

'a':

e) What error(s) cannot be detected by even parity?

2 a) For the 8-bit data  $01001011_2$  develop the Hamming codeword for one-bit error detection and correction:

|                |                |                |                |                |                |                |                |                |                |                |                |
|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| 12             | 11             | 10             | 9              | 8              | 7              | 6              | 5              | 4              | 3              | 2              | 1              |
| D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | P <sub>8</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | P <sub>4</sub> | D <sub>0</sub> | P <sub>2</sub> | P <sub>1</sub> |
| 0              | 1              | 0              | 0              |                | 1              | 0              | 1              |                | 1              |                |                |
| 4+8            | 1+2+8          | 2+8            | 1+8            | 8              | 1+2+4          | 2+4            | 1+4            | 4              | 1+2            | 2              | 1              |

Check bit P<sub>1</sub> looks at bit positions 1, 3, 5, 7, 9, and 11

Check bit P<sub>2</sub> looks at bit positions 2, 3, 6, 7, 10, and 11

Check bit P<sub>4</sub> looks at bit positions 4, 5, 6, 7, and 12

Check bit P<sub>8</sub> looks at bit positions 8, 9, 10, 11, and 12

b) If bit D<sub>5</sub> gets flipped (an error), then how would we be able to detect an error?

c) If bit D<sub>5</sub> gets flipped (an error), then how would we be able to know which bit to correct?

d) For the 8-bit data  $11001001_2$  develop the Hamming codeword for one-bit error detection and correction:

|                |                |                |                |                |                |                |                |                |                |                |                |
|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| 12             | 11             | 10             | 9              | 8              | 7              | 6              | 5              | 4              | 3              | 2              | 1              |
| D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | P <sub>8</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | P <sub>4</sub> | D <sub>0</sub> | P <sub>2</sub> | P <sub>1</sub> |
| 1              | 1              | 0              | 0              |                | 1              | 0              | 0              |                | 1              |                |                |
| 4+8            | 1+2+8          | 2+8            | 1+8            | 8              | 1+2+4          | 2+4            | 1+4            | 4              | 1+2            | 2              | 1              |