

2 As A Decimal

Decimal Day

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Decimal Day (Irish: Lá Deachúil) in the United Kingdom and in Ireland was Monday 15 February 1971, the day on which each country decimalised its respective £sd currency of pounds, shillings, and pence.

Before this date, both the British pound sterling and the Irish pound (symbol "£") were subdivided into 20 shillings, each of 12 (old) pence, a total of 240 pence. With decimalisation, the pound kept its old value and name in each currency, but the shilling was abolished, and the pound was divided into 100 new pence (abbreviated to "p"). In the UK, the new coins initially featured the word "new", but in due course this was dropped. Each new penny was worth 2.4 old pence ("d.") in each currency.

Coins of half a new penny were introduced in the UK and in Ireland to maintain the approximate granularity of the old penny, but these were dropped in the UK in 1984 and in Ireland on 1 January 1987 as inflation reduced their value. An old value of 7 pounds, 10 shillings, and sixpence, abbreviated £7 10/6 or £7.10s.6d, became £7.52½p. Amounts with a number of old pence which was not 0 or 6 did not convert exactly into coins of new pence.

Decimal time

10 decimal hours, each decimal hour into 100 decimal minutes and each decimal minute into 100 decimal seconds (100,000 decimal seconds per day), as opposed

Decimal time is the representation of the time of day using units which are decimally related. This term is often used specifically to refer to the French Republican calendar time system used in France from 1794 to 1800, during the French Revolution, which divided the day into 10 decimal hours, each decimal hour into 100 decimal minutes and each decimal minute into 100 decimal seconds (100,000 decimal seconds per day), as opposed to the more familiar standard time, which divides the day into 24 hours, each hour into 60 minutes and each minute into 60 seconds (86,400 SI seconds per day).

The main advantage of a decimal time system is that, since the base used to divide the time is the same as the one used to represent it, the representation of hours, minutes and seconds can be handled as a unified value. Therefore, it becomes simpler to interpret a timestamp and to perform conversions. For instance, 1h23m45s is 1 decimal hour, 23 decimal minutes, and 45 decimal seconds, or 1.2345 decimal hours, or 123.45 decimal minutes or 12345 decimal seconds; 3 hours is 300 minutes or 30,000 seconds.

This property also makes it straightforward to represent a timestamp as a fractional day, so that 2025-08-23.54321 can be interpreted as five decimal hours, 43 decimal minutes and 21 decimal seconds after the start of that day, or a fraction of 0.54321 (54.321%) through that day (which is shortly after traditional 13:00). It also adjusts well to digital time representation using epochs, in that the internal time representation can be used directly both for computation and for user-facing display.

Decimal separator

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A decimal separator is a symbol that separates the integer part from the fractional part of a number written in decimal form. Different countries officially designate different symbols for use as the separator. The choice of symbol can also affect the choice of symbol for the thousands separator used in digit grouping.

Any such symbol can be called a decimal mark, decimal marker, or decimal sign. Symbol-specific names are also used; decimal point and decimal comma refer to a dot (either baseline or middle) and comma respectively, when it is used as a decimal separator; these are the usual terms used in English, with the aforementioned generic terms reserved for abstract usage.

In many contexts, when a number is spoken, the function of the separator is assumed by the spoken name of the symbol: comma or point in most cases. In some specialized contexts, the word decimal is instead used for this purpose (such as in International Civil Aviation Organization-regulated air traffic control communications). In mathematics, the decimal separator is a type of radix point, a term that also applies to number systems with bases other than ten.

Decimal

(decimal fractions) of the Hindu–Arabic numeral system. The way of denoting numbers in the decimal system is often referred to as decimal notation. A decimal

The decimal numeral system (also called the base-ten positional numeral system and denary or decanary) is the standard system for denoting integer and non-integer numbers. It is the extension to non-integer numbers (decimal fractions) of the Hindu–Arabic numeral system. The way of denoting numbers in the decimal system is often referred to as decimal notation.

A decimal numeral (also often just decimal or, less correctly, decimal number), refers generally to the notation of a number in the decimal numeral system. Decimals may sometimes be identified by a decimal separator (usually "." or "," as in 25.9703 or 3,1415).

Decimal may also refer specifically to the digits after the decimal separator, such as in "3.14 is the approximation of π to two decimals".

The numbers that may be represented exactly by a decimal of finite length are the decimal fractions. That is, fractions of the form $a/10^n$, where a is an integer, and n is a non-negative integer. Decimal fractions also result from the addition of an integer and a fractional part; the resulting sum sometimes is called a fractional number.

Decimals are commonly used to approximate real numbers. By increasing the number of digits after the decimal separator, one can make the approximation errors as small as one wants, when one has a method for computing the new digits. In the sciences, the number of decimal places given generally gives an indication of the precision to which a quantity is known; for example, if a mass is given as 1.32 milligrams, it usually means there is reasonable confidence that the true mass is somewhere between 1.315 milligrams and 1.325 milligrams, whereas if it is given as 1.320 milligrams, then it is likely between 1.3195 and 1.3205 milligrams. The same holds in pure mathematics; for example, if one computes the square root of 22 to two digits past the decimal point, the answer is 4.69, whereas computing it to three digits, the answer is 4.690. The extra 0 at the end is meaningful, in spite of the fact that 4.69 and 4.690 are the same real number.

In principle, the decimal expansion of any real number can be carried out as far as desired past the decimal point. If the expansion reaches a point where all remaining digits are zero, then the remainder can be omitted, and such an expansion is called a terminating decimal. A repeating decimal is an infinite decimal that, after some place, repeats indefinitely the same sequence of digits (e.g., $5.123144144144144\dots = 5.123144$). An infinite decimal represents a rational number, the quotient of two integers, if and only if it is a repeating decimal or has a finite number of non-zero digits.

Decimal floating point

Decimal floating-point (DFP) arithmetic refers to both a representation and operations on decimal floating-point numbers. Working directly with decimal

Decimal floating-point (DFP) arithmetic refers to both a representation and operations on decimal floating-point numbers. Working directly with decimal (base-10) fractions can avoid the rounding errors that otherwise typically occur when converting between decimal fractions (common in human-entered data, such as measurements or financial information) and binary (base-2) fractions.

The advantage of decimal floating-point representation over decimal fixed-point and integer representation is that it supports a much wider range of values. For example, while a fixed-point representation that allocates 8 decimal digits and 2 decimal places can represent the numbers 123456.78, 8765.43, 123.00, and so on, a floating-point representation with 8 decimal digits could also represent 1.2345678, 1234567.8, 0.000012345678, 12345678000000000, and so on. This wider range can dramatically slow the accumulation of rounding errors during successive calculations; for example, the Kahan summation algorithm can be used in floating point to add many numbers with no asymptotic accumulation of rounding error.

Dewey Decimal Classification

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The Dewey Decimal Classification (DDC) (pronounced DOO-ee) colloquially known as the Dewey Decimal System, is a proprietary library classification system which allows new books to be added to a library in their appropriate location based on subject.

It was first published in the United States by Melvil Dewey in 1876. Originally described in a 44-page pamphlet, it has been expanded to multiple volumes and revised through 23 major editions, the latest printed in 2011. It is also available in an abridged version suitable for smaller libraries. OCLC, a non-profit cooperative that serves libraries, currently maintains the system and licenses online access to WebDewey, a continuously updated version for catalogers.

The decimal number classification introduced the concepts of relative location and relative index. Libraries previously had given books permanent shelf locations that were related to the order of acquisition rather than topic. The classification's notation makes use of three-digit numbers for main classes, with fractional decimals allowing expansion for further detail. Numbers are flexible to the degree that they can be expanded in linear fashion to cover special aspects of general subjects. A library assigns a classification number that unambiguously locates a particular volume in a position relative to other books in the library, on the basis of its subject. The number makes it possible to find any book and to return it to its proper place on the library shelves. The classification system is used in 200,000 libraries in at least 135 countries.

Repeating decimal

A repeating decimal or recurring decimal is a decimal representation of a number whose digits are eventually periodic (that is, after some place, the

A repeating decimal or recurring decimal is a decimal representation of a number whose digits are eventually periodic (that is, after some place, the same sequence of digits is repeated forever); if this sequence consists only of zeros (that is if there is only a finite number of nonzero digits), the decimal is said to be terminating, and is not considered as repeating.

It can be shown that a number is rational if and only if its decimal representation is repeating or terminating. For example, the decimal representation of $\frac{1}{3}$ becomes periodic just after the decimal point, repeating the

single digit "3" forever, i.e. 0.333.... A more complicated example is $\frac{3227}{555}$, whose decimal becomes periodic at the second digit following the decimal point and then repeats the sequence "144" forever, i.e. 5.8144144144.... Another example of this is $\frac{593}{53}$, which becomes periodic after the decimal point, repeating the 13-digit pattern "1886792452830" forever, i.e. 11.18867924528301886792452830....

The infinitely repeated digit sequence is called the repetend or reptend. If the repetend is a zero, this decimal representation is called a terminating decimal rather than a repeating decimal, since the zeros can be omitted and the decimal terminates before these zeros. Every terminating decimal representation can be written as a decimal fraction, a fraction whose denominator is a power of 10 (e.g. $1.585 = \frac{1585}{1000}$); it may also be written as a ratio of the form $\frac{k}{2^n \cdot 5^m}$ (e.g. $1.585 = \frac{317}{2^3 \cdot 5^2}$). However, every number with a terminating decimal representation also trivially has a second, alternative representation as a repeating decimal whose repetend is the digit "9". This is obtained by decreasing the final (rightmost) non-zero digit by one and appending a repetend of 9. Two examples of this are $1.000... = 0.999...$ and $1.585000... = 1.584999...$ (This type of repeating decimal can be obtained by long division if one uses a modified form of the usual division algorithm.)

Any number that cannot be expressed as a ratio of two integers is said to be irrational. Their decimal representation neither terminates nor infinitely repeats, but extends forever without repetition (see § Every rational number is either a terminating or repeating decimal). Examples of such irrational numbers are π and e .

Binary-coded decimal

electronic systems, binary-coded decimal (BCD) is a class of binary encodings of decimal numbers where each digit is represented by a fixed number of bits, usually

In computing and electronic systems, binary-coded decimal (BCD) is a class of binary encodings of decimal numbers where each digit is represented by a fixed number of bits, usually four or eight. Sometimes, special bit patterns are used for a sign or other indications (e.g. error or overflow).

In byte-oriented systems (i.e. most modern computers), the term unpacked BCD usually implies a full byte for each digit (often including a sign), whereas packed BCD typically encodes two digits within a single byte by taking advantage of the fact that four bits are enough to represent the range 0 to 9. The precise four-bit encoding, however, may vary for technical reasons (e.g. Excess-3).

The ten states representing a BCD digit are sometimes called tetrades (the nibble typically needed to hold them is also known as a tetrad) while the unused, don't care-states are named pseudo-tetrad(e)s[de], pseudo-decimals, or pseudo-decimal digits.

BCD's main virtue, in comparison to binary positional systems, is its more accurate representation and rounding of decimal quantities, as well as its ease of conversion into conventional human-readable representations. Its principal drawbacks are a slight increase in the complexity of the circuits needed to implement basic arithmetic as well as slightly less dense storage.

BCD was used in many early decimal computers, and is implemented in the instruction set of machines such as the IBM System/360 series and its descendants, Digital Equipment Corporation's VAX, the Burroughs B1700, and the Motorola 68000-series processors.

BCD per se is not as widely used as in the past, and is unavailable or limited in newer instruction sets (e.g., ARM; x86 in long mode). However, decimal fixed-point and decimal floating-point formats are still important and continue to be used in financial, commercial, and industrial computing, where the subtle conversion and fractional rounding errors that are inherent in binary floating point formats cannot be tolerated.

Gray code

representation of the decimal value "1" in binary would normally be "001", and "2" would be "010". In Gray code, these values are represented as "001" and "011".

The reflected binary code (RBC), also known as reflected binary (RB) or Gray code after Frank Gray, is an ordering of the binary numeral system such that two successive values differ in only one bit (binary digit).

For example, the representation of the decimal value "1" in binary would normally be "001", and "2" would be "010". In Gray code, these values are represented as "001" and "011". That way, incrementing a value from 1 to 2 requires only one bit to change, instead of two.

Gray codes are widely used to prevent spurious output from electromechanical switches and to facilitate error correction in digital communications such as digital terrestrial television and some cable TV systems. The use of Gray code in these devices helps simplify logic operations and reduce errors in practice.

Bitwise operation

(decimal 2) may be set by performing a bitwise OR with the pattern with only the fourth bit set: 0010 (decimal 2) OR 1000 (decimal 8) = 1010 (decimal 10)

In computer programming, a bitwise operation operates on a bit string, a bit array or a binary numeral (considered as a bit string) at the level of its individual bits. It is a fast and simple action, basic to the higher-level arithmetic operations and directly supported by the processor. Most bitwise operations are presented as two-operand instructions where the result replaces one of the input operands.

On simple low-cost processors, typically, bitwise operations are substantially faster than division, several times faster than multiplication, and sometimes significantly faster than addition. While modern processors usually perform addition and multiplication just as fast as bitwise operations due to their longer instruction pipelines and other architectural design choices, bitwise operations do commonly use less power because of the reduced use of resources.

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