

**Introduction to "Information and Communication Technologies". Properties and classification of ICTs, the main methods of keeping, processing and issues to information. The measurement of information. Boolean algebra. Construction of logic. Elements of electronics.**

**Information and communications technology (ICT)** is an extended term for [information technology](#) is an extended term for information technology (IT) which stresses the role of [unified communications](#) is an extended term for information technology (IT) which stresses the role of unified communications and the integration of [telecommunications](#) is an extended term for information technology (IT) which stresses the role of unified communications and the integration of telecommunications ([telephone](#)) is an extended term for information technology (IT) which stresses the role of unified communications and the integration of telecommunications (telephonelines and wireless signals), computers as well as necessary [enterprise software](#), [middleware](#), **storage**, and **audio-visual systems**, which enable users to access, store, transmit, and manipulate information.

However, ICT has no universal definition, as "the concepts, **methods and applications involved in ICT** are constantly evolving on an almost daily basis." The broadness of ICT covers any product that will store, retrieve, manipulate, transmit or receive information electronically in a digital form, e.g. personal computers, digital television, email, robots. For clarity, Zuppo provided an ICT hierarchy where all levels of the hierarchy "contain some degree of commonality in that they are related to technologies that facilitate the transfer of information and various types of electronically mediated communications.". [Skills Framework for the Information Age](#) is one of many models for describing and managing competencies for ICT professionals for the 21st century.

***Information***, in its most restricted technical sense, is a sequence of symbols that can be interpreted as a message. Information can be recorded as signs, or transmitted as signals. Information is any kind of event that affects the state of a dynamic system. Conceptually, information is the message (utterance or expression) being conveyed. The meaning of this concept varies in different contexts. Moreover, the concept of information is closely related to notions of constraint, communication, control, data, form [disambiguation needed], instruction, knowledge, meaning, understanding, mental stimuli, pattern, perception, representation.

The word information derives from the Latin informare (in+formare), meaning to give form, shape, or character to. It is therefore to be the formative principle of, or to imbue with some specific character or quality.

Binary Number:  $10101_2$

Calculating Decimal Equivalent:

| Step   | Binary Number | Decimal Number  |
|--------|---------------|---|
| Step 1 | $10101_2$     | $((1 \times 2^4) + (0 \times 2^3) + (1 \times 2^2) + (0 \times 2^1) + (1 \times 2^0))_{10}$ |
| Step 2 | $10101_2$     | $(16 + 0 + 4 + 0 + 1)_{10}$   |
| Step 3 | $10101_2$     | $21_{10}$   |

1 011 101,100 11  $\rightarrow$  001 011 101,100 110  $\rightarrow$   
135,46<sub>8</sub>;

|        |     |     |     |     |     |     |     |     |
|--------|-----|-----|-----|-----|-----|-----|-----|-----|
| binary | 000 | 001 | 010 | 011 | 100 | 101 | 110 | 111 |
| octal  | 0   | 1   | 2   | 3   | 4   | 5   | 6   | 7   |

10 1111,1000 11  $\rightarrow$  0010 1111,1000 1100  $\rightarrow$   
 2F8C<sub>16</sub>;

|             |      |      |      |      |      |      |      |      |
|-------------|------|------|------|------|------|------|------|------|
| binary      | 0000 | 0001 | 0010 | 0011 | 0100 | 0101 | 0110 | 0111 |
| hexadecimal | 0    | 1    | 2    | 3    | 4    | 5    | 6    | 7    |

|             |      |      |      |      |      |      |      |      |
|-------------|------|------|------|------|------|------|------|------|
| binary      | 1000 | 1001 | 1010 | 1011 | 1100 | 1101 | 1110 | 1111 |
| hexadecimal | 8    | 9    | A    | B    | C    | D    | E    | F    |

## *Octal Number System*

### Characteristics

- Uses eight digits, 0, 1, 2, 3, 4, 5, 6, 7.
- Also called base 8 number system
- Each position in a octal number represents a 0 power of the base (8). Example  $8^0$
- Last position in a octal number represents a x power of the base (8). Example  $8^x$  where x represents the last position - 1.

### *Example*

Octal Number:  $12570_8$

Calculating Decimal Equivalent:



| Step   | Octal Number | Decimal Number  |
|--------|--------------|---|
| Step 1 | $12570_8$    | $((1 \times 8^4) + (2 \times 8^3) + (5 \times 8^2) + (7 \times 8^1) + (0 \times 8^0))_{10}$ |
| Step 2 | $12570_8$    | $(4096 + 1024 + 320 + 56 + 0)_{10}$   |
| Step 3 | $12570_8$    | $5496_{10}$   |

# *Hexadecimal Number System*

## Characteristics

- Uses 10 digits and 6 letters, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F.
- Letters represents numbers starting from 10. A = 10. B = 11, C = 12, D = 13, E = 14, F = 15.
- Also called base 16 number system
- Each position in a hexadecimal number represents a 0 power of the base (16). Example  $16^0$
- Last position in a hexadecimal number represents a x power of the base (16). Example  $16^x$  where x represents the last position - 1.

## *Example*

Hexadecimal Number:  $19FDE_{16}$

Calculating Decimal Equivalent:

| Step   | Binary Number | Decimal Number  |
|--------|---------------|---|
| Step 1 | $19FDE_{16}$  | $((1 \times 16^4) + (9 \times 16^3) + (F \times 16^2) + (D \times 16^1) + (E \times 16^0))_{10}$    |
| Step 2 | $19FDE_{16}$  | $((1 \times 16^4) + (9 \times 16^3) + (15 \times 16^2) + (13 \times 16^1) + (14 \times 16^0))_{10}$ |
| Step 3 | $19FDE_{16}$  | $(65536 + 36864 + 3840 + 208 + 14)_{10}$  |
| Step 4 | $19FDE_{16}$  | $106462_{10}$   |

For other uses, see [Boolean algebra \(disambiguation\)](#).

In [mathematics](#) In mathematics and [mathematical logic](#), **Boolean algebra** is the branch of [algebra](#) is the branch of algebra in which the values of the [variables](#) is the branch of algebra in which the values of the variables are the [truth values](#) *true* and *false*, usually denoted 1 and 0 respectively. Instead of [elementary algebra](#), usually denoted 1 and 0 respectively. Instead of elementary algebra where the values of the variables are numbers, and the main operations are addition and multiplication, the main operations of Boolean algebra are the [conjunction](#) *and* denoted as  $\wedge$ , the [disjunction](#) *or* denoted as  $\vee$ , and the [negation](#) *not* denoted as  $\neg$ . It is thus a formalism for describing logical relations in the same way that ordinary algebra describes numeric relations.

Boolean algebra was introduced by [George Boole](#) in his first book *The Mathematical Analysis of Logic* (1847), and set forth more fully in his [An Investigation of the Laws of Thought](#) (1854). According to [Huntington](#) (1854). According to Huntington, the term "Boolean algebra" was first suggested by [Sheffer](#) in 1913.

Boolean algebra has been fundamental in the development of [digital electronics](#) Boolean algebra has been fundamental in the development of digital electronics, and is provided for in all modern programming

| инверсия |                | конъюнкция |       |                 | дизъюнкция |       |                |
|----------|----------------|------------|-------|-----------------|------------|-------|----------------|
| $x$      | $\overline{x}$ | $x_1$      | $x_2$ | $x_1 \cdot x_2$ | $x_1$      | $x_2$ | $x_1 \vee x_2$ |
| 0        | 1              | 0          | 0     | 0               | 0          | 0     | 0              |
| 1        | 0              | 0          | 1     | 0               | 0          | 1     | 1              |
|          |                | 1          | 0     | 0               | 1          | 0     | 1              |
|          |                | 1          | 1     | 1               | 1          | 1     | 1              |