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One two three four five six seven eight nine 10 11 12 13 14 15 16

The words for 1, 2, 3, 4, 6, 7, 8, 9 and 10 are: one, two, three, four, five, six, seven, eight, nine, ten are the words for 11, 12, 13, 14, 15, 15, 16, 17, 18, 19 and 20 are: eleven, twelve, thirteen, fourteen, fifteen, sixteen, seventeen, seventeen, and eighteen. After twenty, there is a model to words. The Tens Place uses the words twenty, thirty, forty, fifty, sixty, seventy, eighty and ninety for 20, 30, 40, 50, 60, 70, 80 and 90. If the place is more than zero, the word is formed using the word of the place of the ten, a hyphen, and then that put the word. Examples are: 38 is thirty-eight 84 84 is eighty-four 25 years old and twenty-five in Spain, for many centuries the Roman numbering system dominated. In the eighth century, Leonardo de Pisa, who had travelled through the Middle East, introduced the Indo-Arab system in Europe. In Spain, this numbering system appeared in manuscripts as early as 976 A.D. By the year 1500, the system was already in place and clearly used in mathematical texts. With expanding European empires, the numerical system spread across the west, replacing local number systems like those found in Latin America. An example of this was the very precise Mayan-numeric system. The indo-arabo numerical system is still used today and is the basis of significant scientific development and universal mathematics. A curiosity is the small difference between Spanish numerical systems and Anglo-Saxon one. In Spain, a Billón is a million million, while in the Anglo-Saxon system, a billion is a thousand million. Spain: United Nations Billón: 1,000,000,000,000,000 Anglo-Saxons: one billion: 1,000,000,000,000, even opposed to the Anglo-Saxon system, is the fact that in Spain the symbol â€ œ. The symbol is used to separate thousands and â € " to indicate decimals. 3.537.52 â - is equal to three thousand five hundred and thirty-seven euros and fifty-two cents. Spanish numbers 1-100 Spanish numbers are not difficult to learn. Even when there are some exceptions in how to form them, their construction follows rules that will allow students to learn them easily. Here are the Spanish numbers: Veinthia 2 - DOS 3 - TRES 4 - Cuatro 5 - Cinco 6 - Seis 7 - You are 8 - Ocho 9 - Nueve 10 - Diez 11 - Once 12 - Doce 13 - Trece 14 - Catorce 15 - Quince 16 - Tensé is 17 - Tensiete 18 - Tenppoch 19 - Tennueve 20 - Veinthotics One 32 - Treinta Y Dos 33 - Treinta Y Tres 40 - Cuarenta 41 - Cuarenta Y One 42 - CUAREENTA Y DOS 50 - CINCUENTA 60 - SESENTA 70 - SETENTA 80 - OCHENTA 90 - Noventa 100 - Cien 101 - Ciento Uno 102 - Ciento Dos 110 - Ciento Diez 111 - Ciento Diez 111 - Ciento once 200 - Doscientos 201 - Doscientos UNO 202 - Doscientossexta y seis 300 - Trescresios 400 - cuatrocientos 500 - Quinientos 600 - - - 700 - setECientos 800 - Ochocientos 900 - Novecientos 1.000 - Mil 1.011 - Mil once 1.111 - Mil Ciento once 2,000 - DOS MIL 3,000.003 - Tres Millias Tres â€ œ - The computer world is full of track and should be full of track. All we do is wiring in progress and shutdown or storage areas in progress and turns off. So one and zero is the normal way computers talk. And we often don't talk about just one or one zero, but we talk about a width of them. Sometimes we talk about 32-bit CPU or 64-bit CPU, or sometimes we talk about buses from eight-bit external data or 16-bit logs. Or if you enter graphics cards, we have a 256-bit memory. The important thing that all these different pieces of those and zeros have, is that they all have a less common denominator of four. All the numbers I just told you are divisible for four. Eight, 16, 32, 64, 128. And if we know we can actually do something fantastic. Let me show you something here on my computer. So I'm going to run a command called IPConfig that we go in great detail in other episodes. And I want you to last for this. All the place, we see these numbering systems where we see Zeros and those, and then we also see letters of the alphabet. But note that we never see a letter from the alphabet that goes beyond the letter F, they always stop at f. Well, what is going on in the world here? Well, the problem is, when we talk about big, long strings of those and zeros, it's really hard for me as a human to talk to another human being and say, oh, well, the MAC address for my network card is a zero one zero one zero one zero one zero one zero one zero one zero one zero one, get the idea? It's really hard for us as human beings to speak in raw binary. So what we need is a stenography, a simple way to talk about long strings of those and zeros using something that makes it a little easier. So what we use is a nomenclature called hexadecimal. Now listen, Hexadecimal is a complete basic numbering system, and in fact, if we were born with 16 fingers instead of 10, this would be the normal way to count. However, it has some real advantages when dealing with large long strings of binaries, and has to do with how many different models you can have on four and zeros? Let's say I have four and zeros. I don't really care what it is. This could be part of a MAC address, this could be part of an address that comes through my CPU, I don't really care what it is. This is just a nomenclature. So, we could have all those and zeros could all be zero, this is a possibility. So the first or last could be lit. Now I'll give you a clue now. If there were a lot of combinations, I wouldn't have tried to write them in real time for you. Okay, so what I just did is I wrote every one.possible, there is for a series of four binary values, take the idea? so they could be out, they could all be active, and atBunch of combinations between. What we will do here is that we will replace four characters with a single character. We are creating a short-range nomenclature, so it's a bit easier to face with long strings of one and zero. So here's the question, how many different combinations are there? One, two, three, four, five, six, seven, eight, nine, 10, 11, 12, 13, 14, 15, 16 different combinations. What we will use is a basic counting system called hexadecimal, to fundamentally replace all four binary characters, with a single character, get the idea? So let's do it. So every time we have four zeros, we will replace it with a zero. Now, in the end we will put a bit of H, so you know that it is a hexadecimal value. If we have this, we will replace it with one, I'm too lazy to write all the H is there inside. Two, three, four, five, six, seven, eight, nine, ten, wait a minute, I can't write 10. The whole reason we're doing it is to replace all four binary combinations with a single character. So if I wrote one, zero, someone will think that I meant zero zero zero zero zero zero zero zero, understand? We have to do it, we must replace it with a value. So what I propose to do is replace it with the letter A. And are you like why? Well, because someone chose it a long time ago. I could put a smiling face there if you wanted, it doesn't matter, until everyone agree, that this value represents a zero, the idea? So let's continue to go down. Can I represent a four and zero string with the zero numbers up to nine and letters a through f, the idea? So let's practice. What value does this in hexadecimal? Thus, it is a zero zero one zero one zero one. So this would be equal to D in hexadecimal, did you understand? And we'll always put a little H as a nice way to remind people we're talking about in exageria, and we're not talking as alphabet letters or something. So this, my friends, is hexadecimal. The entire goal behind hexadecimal is simply a way to prevent us from having to write in large long strings of one and zero, and to compress that much in smaller values. Now that you know that and this is important, every single hexadecimal value is equivalent to four binary values. So I'll have a question for you. Let's take a look at something called Mac address on my computer, which Windows calls him a physical address. I need to know how long this particular address is. Let's go back to your computer and take a look. So there is a physical address, right here, see it? And these are hexadecimal characters. See letter C, this is our clue. Therefore it is one, two, three, four, five, six, seven, eight, nine, 10, 11, 12. If you have 12 hexadecimal characters, and each hexadecimal character represents four binary values, which means that a MAC address will be times 12, or a 48-bit address. Remember, hexadecimal hexadecimalSimply used as a stenography for things like the human beings of the United States represent long strings of binary values. I'm not saying it's a perfect representation, but we'll have written a quarter like many things on the screen, and for me, which makes it worth it hexadecimal. (Soothing music) Watch the courses on your mobile device without an Internet connection. Download courses using the iOS or Android LinkedIn Learning App. In chapters 1 and 2, we have seen different types of vectors for logical values, character strings and of course numbers. This chapter shows more vector manipulation techniques and introduces their multidimensional brothers, matrices and arrays. After reading this chapter, you should: be able to create new vectors from existing vectors include lengths, dimensions and names to be able to create and manipulate the matrixes And arrays so far, the operator of the colon has been used., for the creation of sequences from one number to another and the C function for the values and vectors chained to create longer vectors. To summarize: 8.5: 4.5 # Process of numbers 8.5 to 4.5 ## [1] 8.5 7.5 6.5 5.5 4.5c (1, 1: 3, c (5, 8), 13) #Values concatenate in single carrier ## [1] 1 1 2 3 5 8 13 The vector function creates a vector of a specified type and length. Let's look at NULL detail in chapter 5. For convenience, there are wrapper functions for each type to save you by typing while creating vectors in this way. The following commands are equivalent to the previous ones: Numeric (5) ## [1] 0 0 0 0 0Complex (5) ## [1] 0 + 0i 0 + 0i 0 + 0i 0 + 0i 0 + 0 + 0 + 0 0 5) # [1] false false false false false false false false false falsicharer (5) ## [1] "" "" "" "" "" "As we will see in the next chapter, the list function does not work the same way. List (5) Create something a little different. Beyond the colon operator, there are several functions for creating more general sequences. The SEQ function is the most general and allows you to specify sequences in many different ways. In practice, however, you should never have to call it, since there are three other specialized sequence functions that are faster and easier to use, covering specific usage cases.seq.int allows us to create a sequence from one number to another. With two inputs, it works exactly ascolon: seq.int (3, 12) #same as 3: 12 ## [1] 3 4 5 6 7 8 9 10 11 12seq.int is slightly more general than: Since it allows you to specify how far intermediate values should be: seq.int (3, 12, 2) ## [1] 3 5 7 9 11Seq.int (0,1, 0,01, -0,01) ## ## 0.10 0.09 0.08 0.07 0.06 0.08 0.07 0.06 0.05 0.04 0.06 0.05 0.04 0.03 0.02 0.2.04 0.03 0.02 0.01SEQ_LEN Create a sequence from 1 to its input, then SEQ_LEN (5) is only a clunkier mode to write 1: 5. However, the function is extremely useful for The situations when its input could be zero: n

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