

Numbers

A Cardinal numbers

379 = three hundred and seventy nine

5,084 = five thousand and eighty-four

2,550,000 = two million, five hundred and fifty thousand

3,000,000,000 = three billion

2,860 = two thousand eight hundred and sixty

470,000 = four hundred and seventy thousand

Note: There is no plural 's' after hundred, thousand, million and billion when they are part of a number. On their own, they can be plural, e.g. thousands of people; millions of insects.

B Ordinal numbers and dates

One of the problems with dates is that we write them and say them in a different way:

We write 4 January (or 4th January), but say the fourth of January *or* January the fourth.

We write 21 May (or 21st May), but say the twenty-first of May *or* May the twenty-first.

1997 = nineteen ninety seven

1905 = nineteen hundred and five *or* nineteen oh five

C Fractions and decimals

$1\frac{1}{4}$ = one and a quarter

$1\frac{1}{2}$ = one and a half

$1\frac{3}{4}$ = one and three quarters

$1\frac{1}{3}$ = one and a third

1.25 = one point two five

1.5 = one point five

1.75 = one point seven five

1.33 = one point three three

D Percentages

26% = twenty-six per cent

More than 50% is the majority; less than 50% is the minority.

E Arithmetic

There are four basic processes for working out (= calculating) a problem:

+ = addition e.g. $6 + 4 = 10$ (six plus/and four equals/is ten)

- = subtraction e.g. $6 - 4 = 2$ (six minus four equals/is two)

× = multiplication e.g. $6 \times 4 = 24$ (six times / multiplied by four equals/is twenty-four)

÷ = division e.g. $4 \div 2 = 2$ (four divided by two equals/is two)

F Saying '0'

This can be spoken in different ways in different contexts.

telephone number: 603 724 = six oh three, seven two four (AmEng = six zero three)

mathematics: 0.7 = nought point seven, 6.02 = six point oh two

temperature: -10 degrees = ten degrees below zero / minus ten degrees

football: 2-0 = two nil tennis: 40-0 = forty love

G Talking numbers

Here are several useful words and expressions connected with numbers:

The streets have got odd numbers (e.g. 3, 5, 7) on the left and even numbers (e.g. 4, 6, 8) on the right.

I got 16 out of 20 in our last test.

$\frac{16}{20}$

Numbers In Theory And Practice Programming Techniques Volume 3

**Alberto Griggio, Neha Rungta, Georg
Weissenbacher, Warren A. Hunt, Jr.**

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Defendant-Appellant , Computer Aided Systems Theory - EUROCAST '91 Franz Pichler, Roberto Moreno Diaz, 1992-04-08 This volume contains a selection of papers presented at the second European workshop EUROCAST 91 held in Krems Austria in April 1991 It gives an overview of the current state of Computer Aided Systems Theory research and its relation to CAD applications in the engineering fields CAST research requires the application of the most advanced information processing technology in software and hardware for the implementation of CAST method base systems Engineers in the field of information and control engineering have the opportunity in CAST to present the state of the art in modeling tools to computer scientists EUROCAST 91 proved that CAST research is still in an early state of development The papers in the volume are organized into sections on systems theory and CAST methodology modeling environments CAST method base systems and artificial vision and information and control systems *Technical Abstract Bulletin* ,1981 *Technical Program, Conference Record* ,1998 Books in Print Supplement ,1994 **Software Engineer's Reference Book** John A McDermid, 2013-10-22 Software Engineer s Reference Book provides the fundamental principles and general approaches contemporary information and applications for developing the software of computer systems The book is comprised of three main parts an epilogue and a comprehensive index The first part covers the theory of computer science and relevant mathematics Topics under this section include logic set theory Turing machines theory of computation and computational complexity Part II is a discussion of software development methods techniques and technology primarily based around a conventional view of the software life cycle Topics discussed include methods such as CORE SSADM and SREM and formal methods including VDM and Z Attention is also given to other technical activities in the life cycle including testing and prototyping The final part describes the techniques and standards which are relevant in producing particular classes of application The text will be of great use to software engineers software project managers and students of computer science *Journal of Health, Physical Education, Recreation* ,1930 **Special Foreign Currency Science Information Program** National Science Foundation (U.S.),1978 **Applied Mechanics Reviews** ,1968 **Manuscripta Mathematica** ,1989

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