## Math DigEng Quiz II - Ex1

- 1. How many bits are required to encode all 26 letters, 10 symbols and numerals
- 2. We consider the following data:

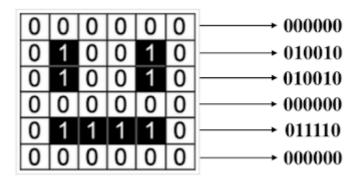
01001011
01100001
01101101
01100101
01101100
00100000
01000001
01000001 01010100
01010100
01010100 01010100
01010100 01010100 01000001

#### 1. Questions:

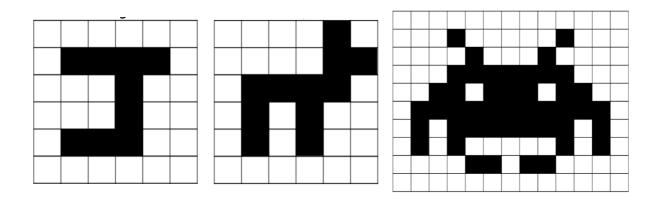
- a. What is the total memory size in Byte (xxB)
- b. Convert this data to a string of characters by using ASCII character table

In order for the computer to store the image, each pixel is represented by a binary value. We call this representation of colours a "bit-plane". Each bit doubles the number of available colours i.e. 1-bit would give us 2 colours, 2-bits would give us 4 colours and 3-bits would give us 8 colours etc.

In a monochrome (two colour) image, like the example below, just 1 bit is needed to represent each pixel e.g. 0 for white and 1 for black. Images are stored in scan lines. Each line is encoded from left to right, top to bottom. The image here would receive the following binary values:

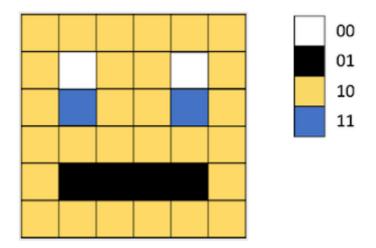


1. Convert the following images to Binary:



#### 1. Questions:

- 2. In an image that uses 4 colours, 2 bits are needed for each pixel. The following image uses two bits to store the following colours: 00 White; 01 Black; 10 Yellow; 11 Blue



### 2. Questions:

- a. Convert the image to binary number
- b. Then to hexadecimal number

# Math DigEng Quiz II - Ex2

- 1. Using the Horner's method, find the decimal expansion of the octal number 366
- 2. Find the Hexadecimal expansion of the decimal number 11070 by using the successively division.
- 3. Using expansion method find the binary expansion of the decimal number 469

# Math DigEng Quiz II - Ex3

## 1. Complete the following table

Octal	Binary	Hexadecimal	Decimal
1357			
	10110110111		
		FA	
			642