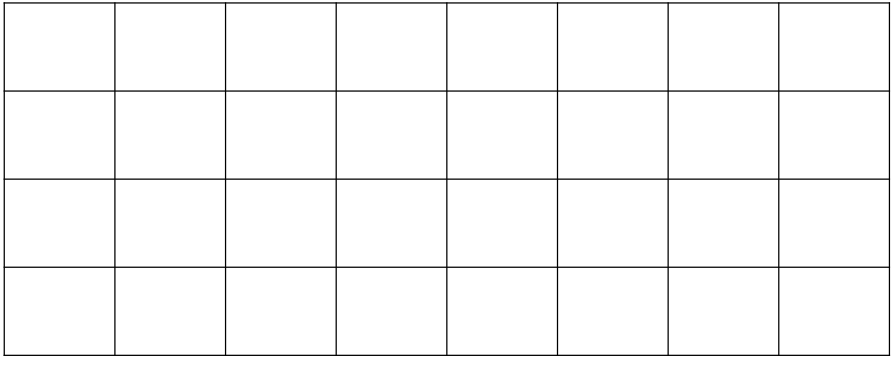
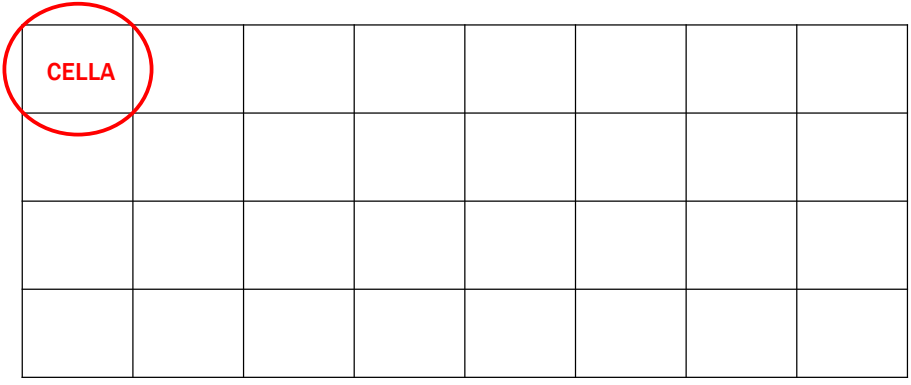
MEMORIA E BINARIO

MEMORIA



MEMORIA



MEMORIA

ACCESA

SPENTA

MEMORIA

ACCESA → 1

SPENTA → 0

MEMORIA

ACCESA → 1

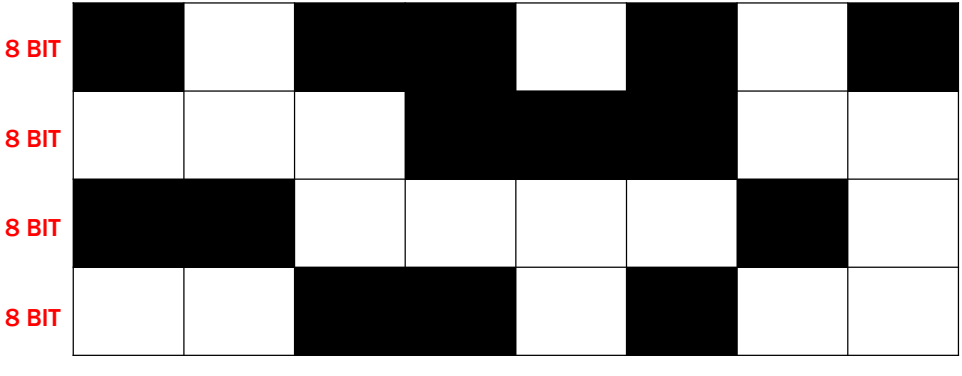
SPENTA → 0

BIT

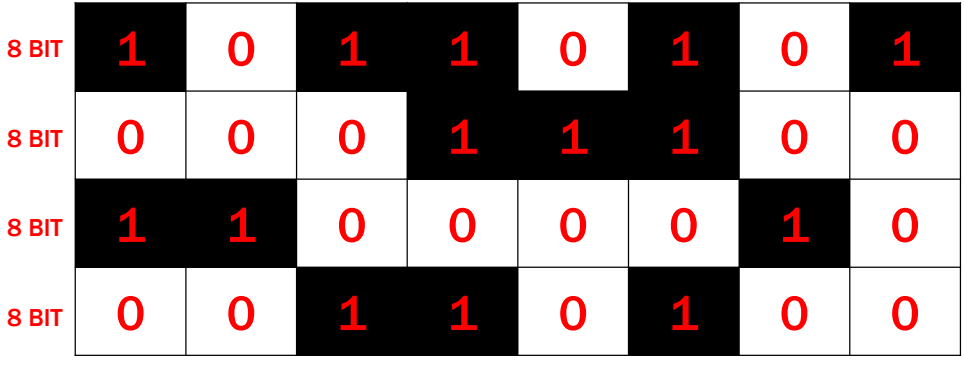
MEMORIA

8 BIT								
8 BIT								
8 BIT								
8 BIT								

MEMORIA



MEMORIA



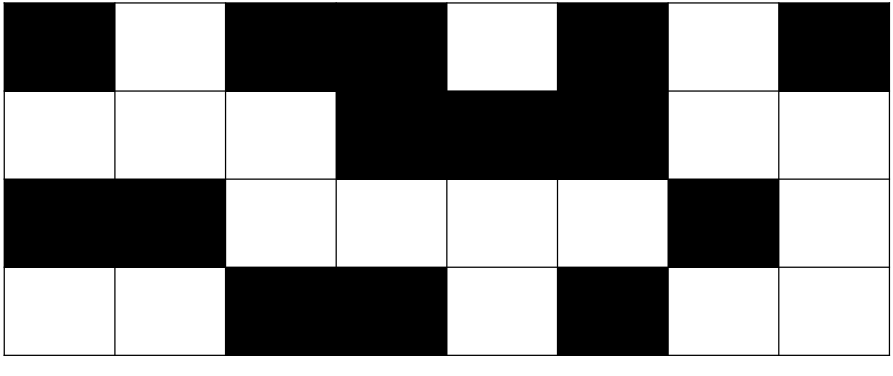
BINARIO

8 BIT	1	0	1	1	0	1	0	1
8 BIT	0	0	0	1	1	1	0	0
8 BIT	1	1	0	0	0	0	1	0
8 BIT	0	0	1	1	0	1	0	0

BINARIO

32 BIT → 10110101000111001100001000110100

LETTURA MEMORIA



LETTURA MEMORIA

10110101000111001100001000110100

SCRITTURA MEMORIA

10110101000111001100001000110100

SCRITTURA MEMORIA