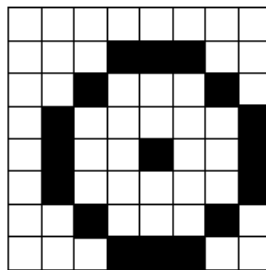# EXPLORING BITMAPS

Name _____     Date _____
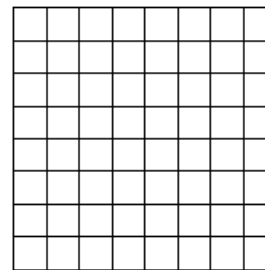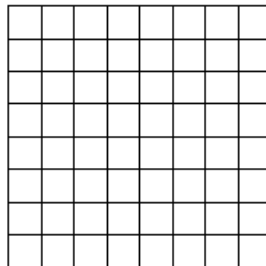
# Bitmaps

**PART 1**
Create your own 8x8 bitmaps on the grids below. Then convert your bitmap into binary as shown in the example – using a "0" to represent a white pixel and a "1" to represent a black pixel. Finally, convert the binary number into hexadecimal.
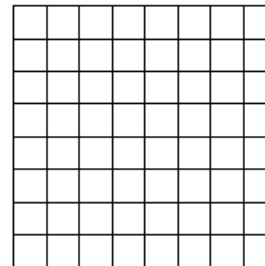
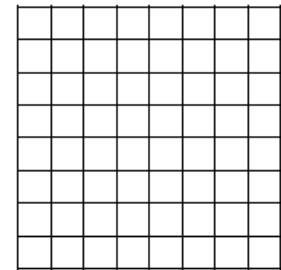|  | Binary | Hex |
|---|---|---|
|  | 00000000 | 00 |
|  | 00011100 | 1c |
|  | 00100010 | 22 |
|  | 01000001 | 41 |
|  | 01001001 | 49 |
|  | 01000001 | 41 |
|  | 00100010 | 22 |
|  | 00011100 | 1c |

**PART 2**
Convert from hexadecimal into binary, then convert the binary number into a bitmap. For the second grid, ask one of your classmates for the hexadecimal values from their favorite bitmap from Part 1 of this exercise. Take care not to peek at your classmate's bitmap while copying the hexadecimal numbers.

| Hex | Binary |
|---|---|
| 7e | |
| 81 | |
| a5 | |
| a5 | |
| 81 | |
| bd | |
| 81 | |
| 7e | |

**Credits**