

EXPLORING BITMAPS

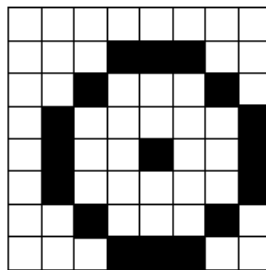
Name _____

Date _____

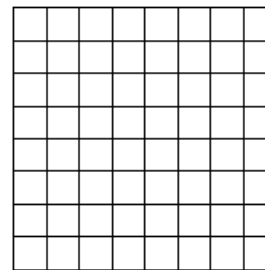
Bitmaps



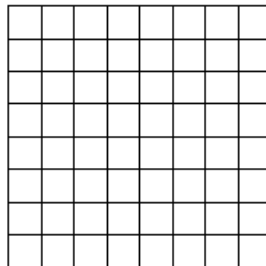
Create your own 8x8 bitmaps on the grids below. Then convert your bitmap into binary as shown in the example - using a "0" to represent a white pixel and a "1" to represent a black pixel. Finally, convert the binary number into hexadecimal.



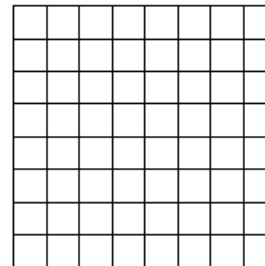
Binary	Hex
00000000	00
00011100	1c
00100010	22
01000001	41
01001001	49
01000001	41
00100010	22
00011100	1c



Binary	Hex
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



Binary	Hex
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

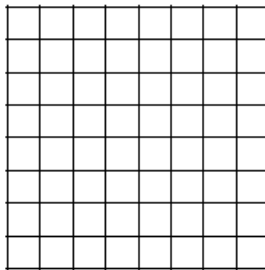


Binary	Hex
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

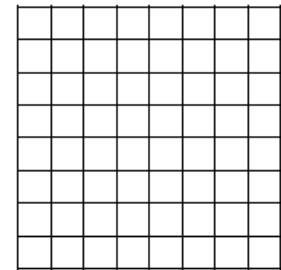


Convert from hexadecimal into binary, then convert the binary number into a bitmap. For the second grid, ask one of your classmates for the hexadecimal values from their favorite bitmap from Part 1 of this exercise. Take care not to peek at your classmate's bitmap while copying the hexadecimal numbers.

Hex	Binary
7e	_____
81	_____
a5	_____
a5	_____
81	_____
bd	_____
81	_____
7e	_____



Hex	Binary
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



Credits

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