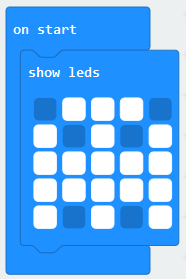
# Bitmap Worksheet

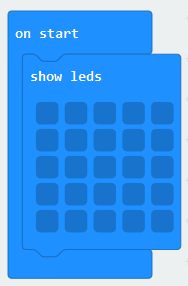
## Using the table below, how would the following bitmap be stored in binary? 0 = off or black. 1 = on or white.



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Complete binary code: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## You should now create your own bitmap by shading in your chosen pixels. Write the binary code below.



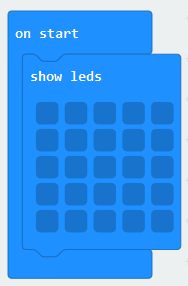
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Complete binary code: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Extension

You should now try to create a bitmap which has four colours. Each pixel will therefore need two binary digits. Complete the codes below initially to tell the computer what colour each unique code is:

00 = 01 = 10 = 11 =



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