|  |  |  |
| --- | --- | --- |
| Hexadecimal  Value | Balanced Gray Code  (X3 X2  X1  X0) | Binary Code  (Y3 Y2 Y1 Y0) |
| 0 | 0 0 0 0 | 0 0 0 0 |
| F | 0 0 0 1 | 1 1 1 1 |
| 7 | 0 0 1 0 | 0 1 1 1 |
| C | 0 0 1 1 | 1 1 0 0 |
| 9 | 0 1 0 0 | 1 0 0 1 |
| A | 0 1 0 1 | 1 0 1 0 |
| 8 | 0 1 1 0 | 1 0 0 0 |
| B | 0 1 1 1 | 1 0 1 1 |
| 1 | 1 0 0 0 | 0 0 0 1 |
| E | 1 0 0 1 | 1 1 1 0 |
| 6 | 1 0 1 0 | 0 1 1 0 |
| D | 1 0 1 1 | 1 1 0 1 |
| 2 | 1 1 0 0 | 0 0 1 0 |
| 3 | 1 1 0 1 | 0 0 1 1 |
| 5 | 1 1 1 0 | 0 1 0 1 |
| 4 | 1 1 1 1 | 0 1 0 0 |