After School

November 6th 2017   Mohammed Hashan

Leave School

Go Home

Hangout with Friends

Arrive

Locations

Friends Present (Number)

Sleep for 1 Hour (Number)

Conversations

Activites

Ideas (ASCII)

Subjects (ASCII)

Video Games

Time (Number)

Score (Number)
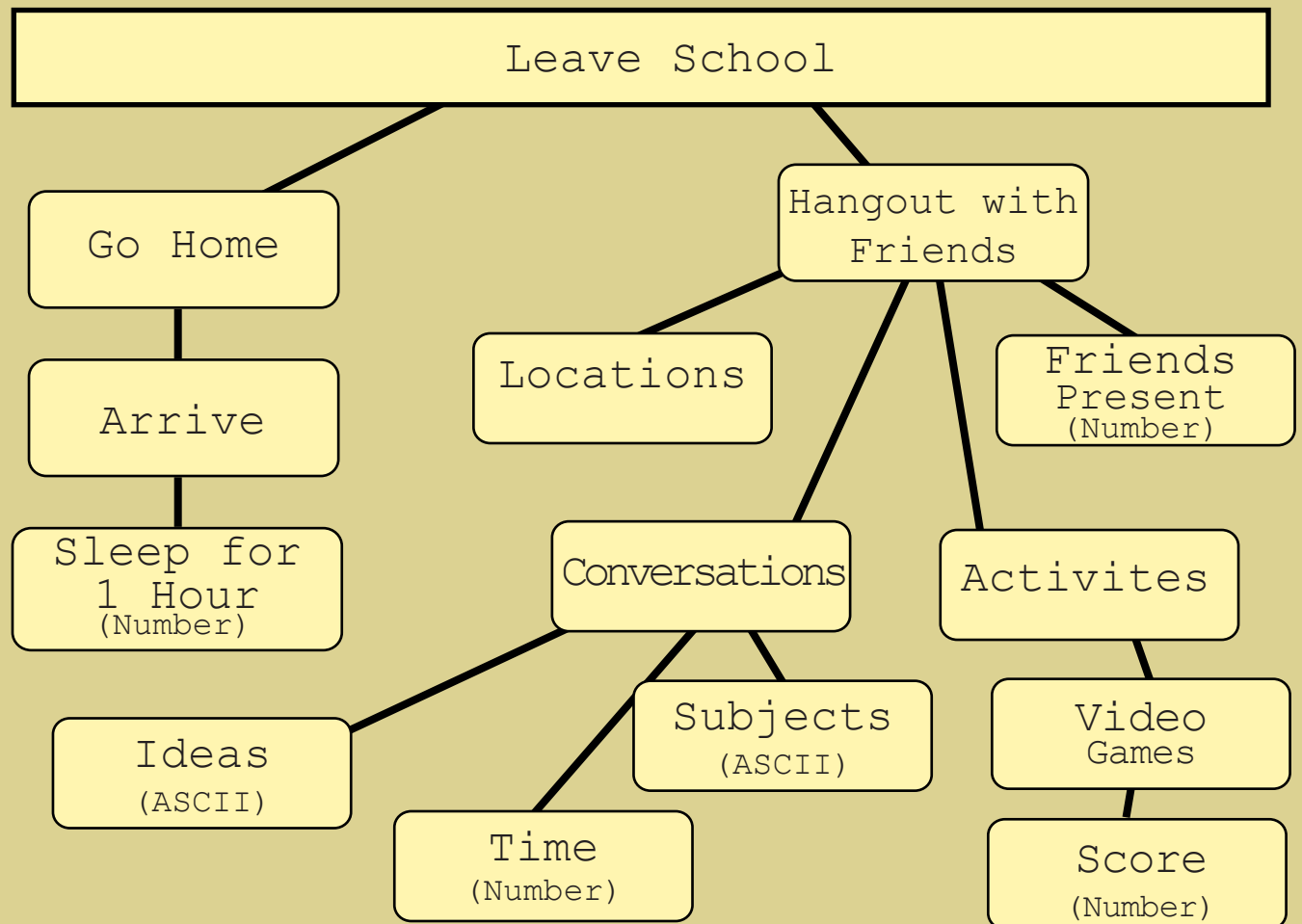
Component	Type	# of Bits/Range	Description/ Comment
Friends Present	Number	3 Bits (0-7 number)	7 is more than enough for the amount of friends that would be present
Sleep for 1Hr.	Number	13 Bits (0-3,600 secs) (0-1 Hour)	13 Bits is required to reach the number 60 which is how many seconds are in a minute, for an hour that is 3,600 seconds.
Ideas	ASCII	256 Bits (0-32 chars)	32 characters should be enough for sentences spoken by all talking.
Time	Number	17 Bits (0-86,400 sec) (0-24 Hours)	17 Bits is enough bits to get 86,400 seconds, equivalent to 24 Hours, the amount of time in a day. You would be able to log all the events based on this.
Subject	ASCII	208 Bits (0-26 chars)	208 is the amount of bits required for 26 characters. This is enough to describe a subject of discussion.
Score	Number	21 Bits (0-1 Million #)	21 is the amount of bits that would be required to reach 1 million, and should be sufficient for games.

Some trade-offs of representing information as digiral data is the lack of context that can be associated with the information. Things such as conversations lose a lot of information such as the tone, the facial expression, and more from the person sending information.