1st bytes

Bit map hex data Example

Bitmap file header.

here 134 bytes in hex ↳ 86

offset for the bit map data (means where the color is begin)

42 4d

Bitmap image starts with

B M →

66 77

Bit map

86 00 00 00

Total Size of bit map file

00 00 00 00

Not relevent default = 4bytes = 0.

36 00 00 00

↓ 54 bytes

28 00 00 00

represents file Size (40 bytes)

for 5X5 image

05 00 00 00

↓ width

05 00 00 00

↓ height

It is always

01 00

↓ 2byte

represent no.of color planes

1800

represent no.of bits per pixel (24 bits)

00 00 00 00

represent Compression details (Since not having compression all 4 bytes 0's.

50 00 00 00

Size of raw bit map data

no.of bytes in the picture = 50.

no.of colors

00 00 00 00

no.of encoding colors

00 00 00 00

Bit map info header.

C5 00 00 00

↓ horizontal resolution.

C5 00 00 00

↓ vertical

rest is Pixel info.

5x5 image

B M

42 4d 86 00 00 00 (Bitmap file size 134 byte) 00 00 00 00 36 00 00 00 (54 byte (where color information starts)) → Bit map file header

28 00 00 00 05 00 00 00 05 00 00 00 01 00 (color plane) 00 00 (5x5) → Bit map info header

(file size 40 byte)

18 00 (24 bit per pixel) 00 00 00 00 (no compression) 50 00 00 00 C5 00 00 00 00 00 00 00 00 00 00 00 C5 00 00 00 00 00

00 FF 00 00 FF 00 00 FF 00 → Padding byte

00 FF 00 00 FF 00 00 FF 00

00 FF 00 00 FF 00 00 FF 00

00 00 → Padding byte

00 FF 00 00 FF 00 00 FF 00

00 FF 00 00 FF 00 00 FF 00

00 FF 00 00