ßfileHeader = 14 bytes

first 2 bytes = 424d

next 4 bytes = size of the file

next 4 bytes = reserd (they dont matter)

starting at a = 36 (offset (4 bytes))

DIBHEADER = 40 bytes

Header = 4 bytes 1 of them is 28(Base16) rest are 0’s

Width of the file in pixels = 4 bytes

Height of the file in pixels = 4 bytes

Number of color planes = 2 bytes (01 00)

Bit depth = 2 bytes

Compression method = 4 bytes

Image Size = 4 bytes

Horizontal rez = 4 bytes

Vertical rez = 4 bytes

Number of colors in the color pallet = 4 bytes

Last 4 bytes are = 0’s

Color / pixel data = variierende anzahl von bytes

metadata:

width

height

Graphical user interface, application

Description automatically generated