

FILE SIZE

	Path: D:\HCMUT\0EC\HTN\ComputerGraphic\3x3.bmp oo Pixel6																
	00	01	02	03	04	05	06	07	80	09	0A	0В	9C	0D	0E	0F	
0000000	42	4D	5A	00	00	00	00	00	00	00	36	00	00	00	28	00	BMZ6(.
00000010	00	00	03	00	00	00	03	00	00	00	01	00	18	00	00	00	
00000020	00	00	24	00	00	00	00	00	00	00	00	00	00	00	00	00	\$
00000030	00	00	00	00	00	00	FF	FF	FF	FF	FF	FF	FF	FF	eFF	00	180 = 750,000 butes
00000040	00	00	FF	00	00	00	FF	FF									
00000050						FF) ¬	Prin	t r	e 5 D	เนียน	on p	hiii

Reserved

Offset to pixel data

0x36 = 54

Size of DIB header

Image width (3 pixels).

```
Path: D:\HCMUT\0EC\HTN\ComputerGraphic\3x3.bmp
          00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
          42 4D 5A 00 00 00 00 00 00 36 00 00 00 28 00
0000000
                                                          BMZ....6...(.
             00 03 00 00 00 03 00 00 00 01 00 18 00 00
00000010
00000020
             00 24 00 00 00
                           00 00 00 00 00 00 00 00 00 00
00000030
                           FF FF FF FF FF FF FF 00
                     00 00
                      FF FF FF FF FF FF 00 00 00 FF FF
00000040
00000050
          FF FF FF FF FF FF 00 00 00
```

Image height(3 pixels).

Number of color planes

Bit per pixel

```
Path: D:\HCMUT\0EC\HTN\ComputerGraphic\3x3.bmp
          00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0000000
          42 4D 5A 00 00 00 00 00 00 00
                                       36 00 00 00 28 00
                                                          BMZ....6...(.
          00 00 03 00 00 00 03 00 00 00 01 00 18 00 00 00
00000010
00000020
             00 24 00 00 00 00 00 00 00 00 00 00 00 00
00000030
             00 00 00 00 00 FF FF FF FF FF FF FF FF 00
00000040
                FF FF FF FF FF FF FF FF 00 00 00 FF FF
00000050
          FF FF FF FF FF FF 00 00 00
```

0x18 = 24

Compression

```
Path: D:\HCMUT\0EC\HTN\ComputerGraphic\3x3.bmp
          00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0000000
          42 4D 5A 00 00 00 00 00 00 00
                                        36 00
                                              00 00 28
                                                           BMZ....6...(.
             00 03 00 00 00 03 00 00 00 01 00 18 00 00 00
00000010
00000020
          00 00 24 00 00 00 00 00 00 00 00 00 00 00 00
00000030
00000040
                            FF FF FF FF 00 00 00 FF FF
00000050
          FF FF FF FF FF FF 00 00 00
```

No compression

Image size

```
Path: D:\HCMUT\0EC\HTN\ComputerGraphic\3x3.bmp
         00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
0000000
         42 4D 5A 00 00 00 00 00 00 36 00 00 00 28
                                                00
                                                   BMZ....6...(.
00000010
              03 00
                   00
                      00 03 00 00 00 01 00 18 00 00 00
00000020
           00 24 00 00 00 00 00 00 00 00 00 00
                                          00 00 00
00000030
         00000040
                     FF FF FF FF FF 00 00 00 FF FF
         FF FF FF FF FF 00 00 00
00000050
```

0x24 = 36

Horizontal resolution

Vertical resolution

Number of colors in the palette (0 means default).

Important Colors - All colors are important