

## Hexadecimal

- A byte (8 bits, decimal range: 0-255) in Hexadecimal is always represented by 2 Hex Characters.
- It ranges from 00 to FF, where
  - Each Hexadecimal character represents 4 bits (a small byte aka nibble, decimal range: 0-15)
  - Example:

Decimal	Hexadecimal	Binary
0	00	0000 0000
1	01	0000 0001
.....		
128	80	1000 0000
.....		
255	FF	1111 1111

If we see for 128 as example:

In decimal it's 128,

In Binary it's 10000000

In Hexadecimal, we are breaking the Binary representation in blocks so after that it comes as 1000 0000, which after converting individually combining both gives us 80 in Hexadecimal.

- Reason of breaking the binary representation in blocks of 4 is that, maximum value that a hexadecimal character can represent is 15.
  - So, if binary value is 1111 it can be represented by a single hex character
  - Anything greater (like 1111 0001) cannot be represented by a single hex character
  - So, we break the binary representation in blocks of 4, which can give maximum of (2) 1111 and 1111, which can easily be represented by 2 single hex character
  - Example:

1111 1111 -> FF