

# Binary



Computers only understand 1s and 0s (on and off) then everything must be converted into this format.

## Binary!

1 0 1 0 1 1

# Binary Grid



When converting decimal numbers to binary numbers it is important to use a binary grid to assist you...

128	64	32	16	8	4	2	1
						1	1

Represent 3 in binary digits?

# Hex

Hex codes are used in many areas of Computer Science to simplify binary codes.

It is important to note that computers do not use hexadecimal to transmit/store data

Hex is used by human (aka programmers) to shorten binary to a more easy to read format.

Decimal	Binary	Hex
0	0000	0
1	0001	1
2	0010	2
3	<b>0011</b>	3
4	0100	4
5	0101	5
6	<b>0110</b>	<b>6</b>
7	0111	<b>7</b>
8	1000	<b>8</b>
9	1001	9
10	1010	<b>A</b>
11	1011	<b>B</b>
12	<b>1100</b>	<b>C</b>
13	1101	<b>D</b>
14	<b>1110</b>	<b>E</b>
15	1111	<b>F</b>



# Adding Binary Numbers



Binary addition works in the same way as denary.

Here are the rules of Binary addition:

0 + 0	= 0	
0 + 1	= 1	
1 + 1	= 10	(0 and carry 1)
1 + 1 + 1	= 11	(1 and carry the 1)

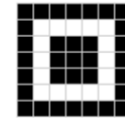
# Image Representation



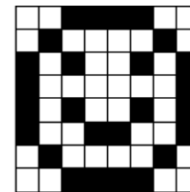
The formula is...

Resolution x Bit Depth

So what are the file size of these images...



49b



64b

# Sound Representation

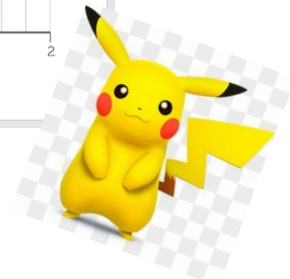
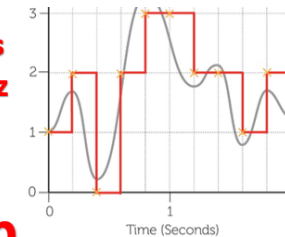


In order to work out the file size of the sound we use the following formula: Resolution x Sample Rate x Length

**Resolution = 2 bits**  
**Sample Rate = 5 Hz**  
**Length = 2 secs**



**=20 b**



# Key Terms:

Bit	Binary	Image Rep	Sound Rep
Byte	Denary	Resolution	Resolution
Nibble	Hexadecimal	Bit Depth	Sample Rate