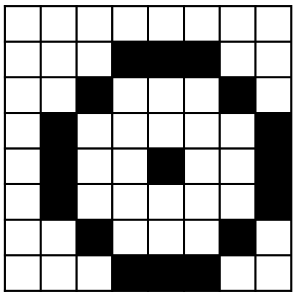
Name ____ Date ________________

Bitmaps

PART 1 Create your own 8x8 bitmaps on the grids below. Then convert your bitmap into binary as shown in the example - using a “0” to represent a white pixel and a “1” to represent a black pixel. Finally, convert the binary number into hexadecimal.



Binary	*Hex*
00000000	00
00011100	1c
00100010	22
01000001	41
01001001	49
01000001	41
00100010	22
00011100	1c

Binary *Hex*

Binary *Hex*

Binary *Hex*

Binary *Hex*

Binary *Hex*

PART 2 Convert from hexadecimal into binary, then convert the binary number into a bitmap.
For the second grid, ask one of your classmates for the hexadecimal values from their favorite bitmap from Part 1 of this exercise. Take care not to peek at your classmate's bitmap while copying the hexadecimal numbers.

Hex	*Binary*
7e	
81	
a5	
a5	
81	
bd	
81	
7e	

Hex *Binary*