Year 8 | Topic 1 | Computer Science | Data Representation


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




## Helpful websites:

## Youtube - Binary conversion

## BBC Bitesize

https://www.computerscience.gcse.guru
https://games.penjee.com/binary-bonanza/

Character Any single letter, number, space, punctuation mark, or symbol that can be typed on a computer.

| Character | Any single letter, number, space, punctuation mark, or symbol that can be typed on a computer. |
| :---: | :---: |
| Bit | Binary digit - 1 or 0 |
| Nibble | 4 binary digits e.g 0110 or 0001 |
| Byte | 8 binary digits, e.g. 01101100 |
| Binary | Language used by computers to store and process data - base 2 |
| Denary/ <br> Decimal | Number system used by humans $0-9$ - base 10 |
| Hexadecimal | Shortened version of binary. Number system using 16 characters - 0-9 and AF - base 16 |
| Character Set | Defined list of characters recognised by the computer |
| ASCII | Character set using 7 bits - covers the most common used English letters, numbers and symbols. Extended ASCII uses 8 bits. |
| Unicode | Character set using up to 32 bits represents all possible characters across every language. |
| Bitmap | An image made up from a series of coloured dots (pixels) |
| Vector | An image made up of lines and shapes |
| Resolution | The number of pixels within a fixed area. |
| Colour depth | The number of bits used for each pixel - more bits = more colours |
| Sample rate/ frequency | The number of samples taken per second. |
| Sample size | The amount of bits that are available for each sample. |

Computer systems

