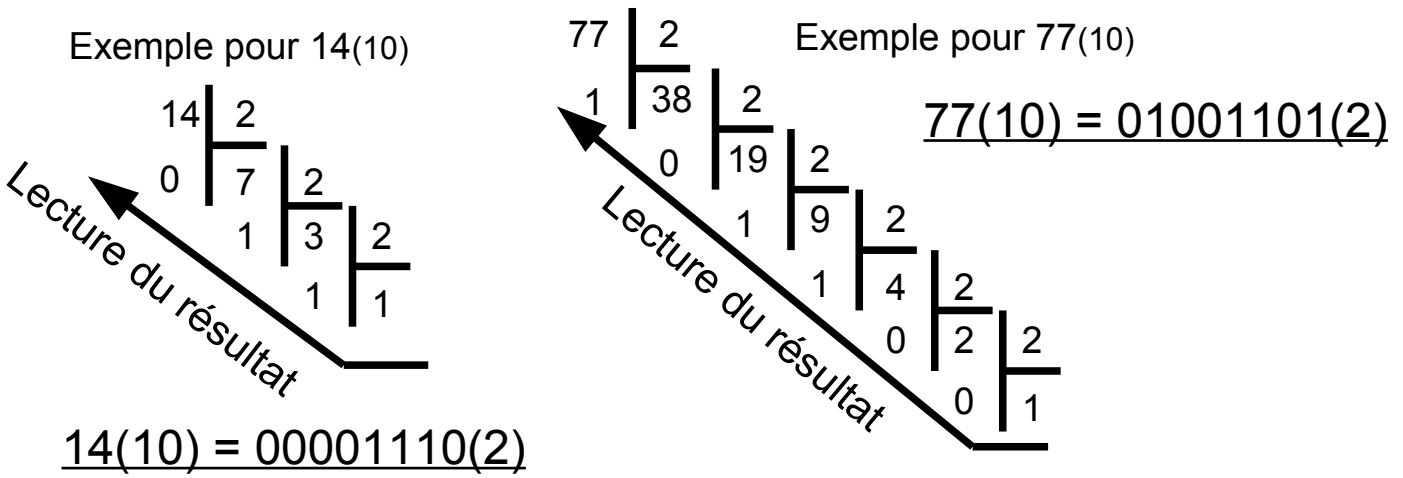


1 - Comment coder le monde en 0 et 1 ?

1

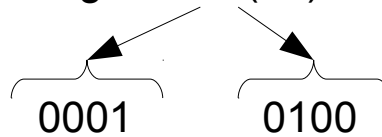
Rappel :



Chiffre : Binaire :

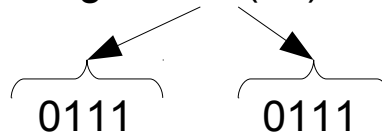
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001

Codage de 14(10)



14(10) = 00010100(DCB)

Codage de 77(10)



77(10) = 01110111(DCB)

2

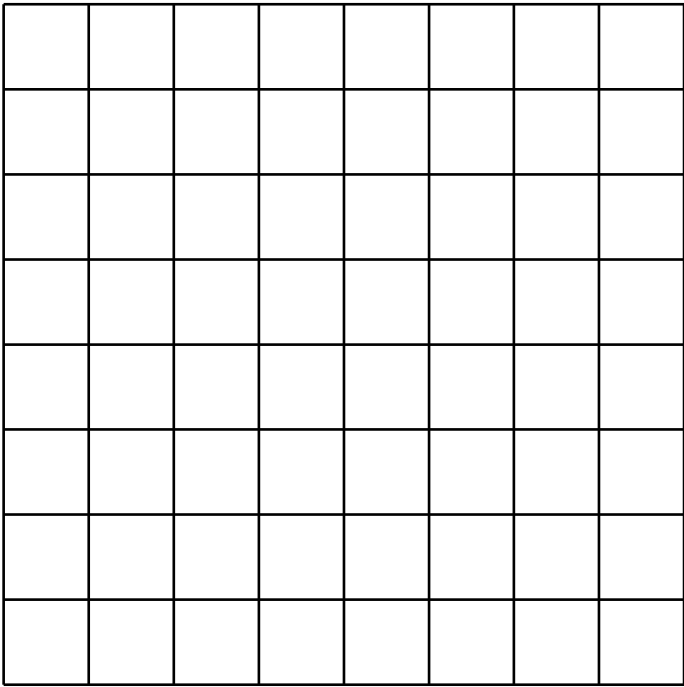
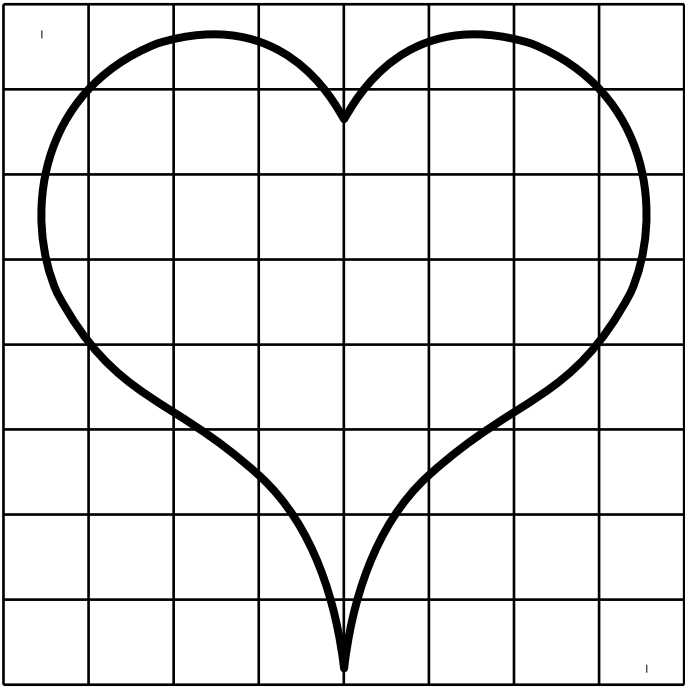
Table
ASCII
(incomplète)

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00101110	00101111	00110000	00110001	00110010	00110011	00110100	00110101	00110110	00110111	00111000	00111001	00111010	00111011	00111100	00111101	00111110	00111111	01000000	01000001	01000010	01000011	01000100	01000101	01000110	01000111	01001000	01001001	01001010	01001011	01001100	01001101	01001110	01001111	01010000	01010001	01010010	01010011	01010100	01010101

Codage des 64 pixels :

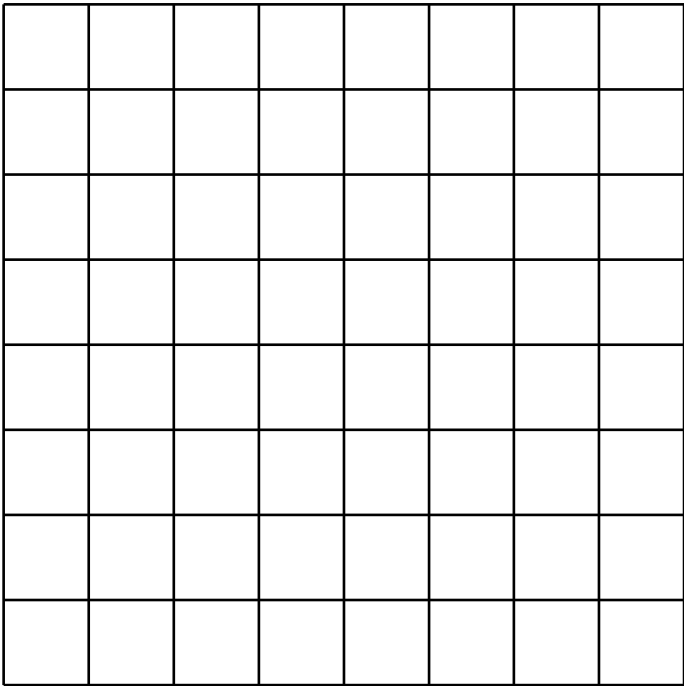
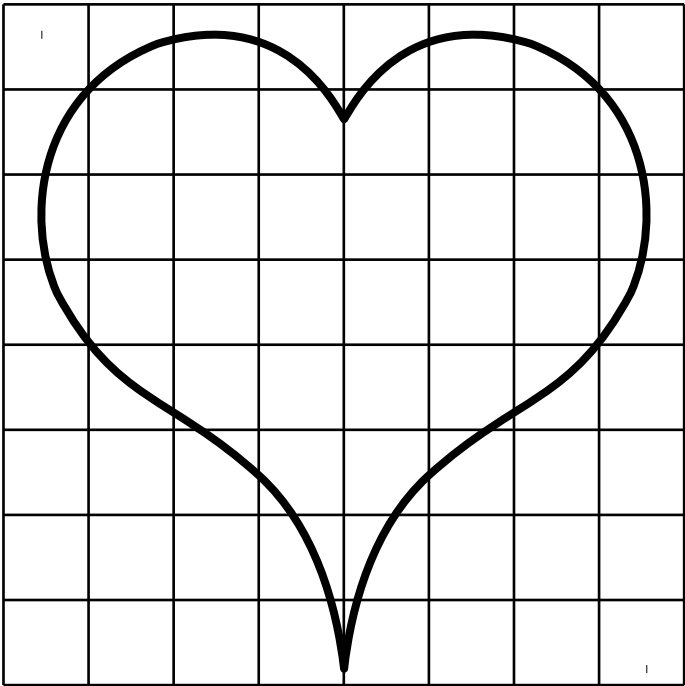


Pour cette image, nous avons besoin de octets.

Codage de l'image : (2)



Codage des 64 pixels :



Pour cette image, nous avons besoin de octets.

Codage de l'image : (2)