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| **1.1a Analogue and Digital data** |
| * understand that computer systems can only store and process binary digits. * demonstrate knowledge and understanding of how images are stored digitally in terms of:   + pixels   + resolution   + vector and bitmap graphics   + moving image files   + compression techniques |

Specification points:

Skills audit:

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| **Criteria** |  |  |  |
| I understand that computers can only store and process binary digits. |  |  |  |
| I can demonstrate knowledge and understanding of: | | | |
| * pixels |  |  |  |
| * resolution |  |  |  |
| * bitmap images |  |  |  |
| * vector graphics |  |  |  |
| * moving image files |  |  |  |
| * lossy compression |  |  |  |
| * lossless compression |  |  |  |

Teacher feedback:

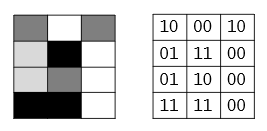
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Student response:

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**Exam-style questions**

1. Part of a bitmap image is shown below in Fig 1.



*Fig 1*

1. Using the example in Fig 1, explain how a bitmap image is stored on a computer.

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**[3]**

1. Explain the impact of increasing the number of colours in the image used in Fig.1

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**[2]**

1. Describe the following compression methods:

Lossy:

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Lossless:

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**[4]**