

# Bitmap Graphics

## Answers

### Computing Science - Basics

**Targets**

- I can **define** the term bitmap graphic
- I can **define** the term pixel
- I can **define** the term resolution
- I can **explain** how resolution affects image quality
- I can **identify** the resolution of a bitmap graphic
- I can **create** a bitmap graphic

<b>Name:</b>	
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<b>Class:</b>	
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<b>Teacher:</b>	
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## Task 1

1. What is bitmap graphic? **(1 mark)**
- A. A square on a bitmap grid
  - B. A grid of pixels
  - C. An image from the printer
  - D. The number of pixels in an image
2. What is a pixel? **(1 mark)**
- A. A square on a bitmap grid
  - B. A grid of pixels
  - C. An image from the printer
  - D. The number of pixels in an image
3. What does resolution mean when describing a bitmap image? **(1 mark)**
- A. A square on a bitmap grid
  - B. A grid of pixels
  - C. An image from the printer
  - D. The number of pixels in an image
4. How will a high resolution affect the quality of a bitmap? **(1 mark)**
- A. The graphic will have limited details
  - B. It will reduce the number of pixels
  - C. It will give the image more colours
  - D. The graphic will be able to show more detail



## Task 2

Draw a line to match each term with its definition.

(3 marks)

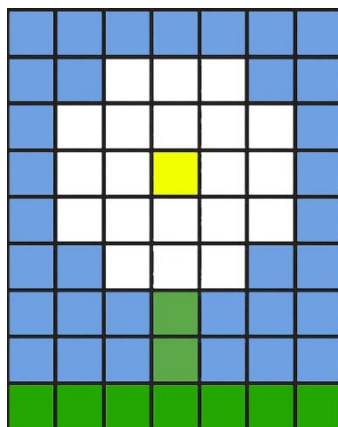
Term	Description
Bitmap graphic	The number of pixels in an image
Pixel	Grid of pixels
Resolution	A square on a bitmap grid

## Task 3

bitmap	detail	grid
pixel	pixels	pixels
lower	higher	resolution

Fill in the blanks using the table above.

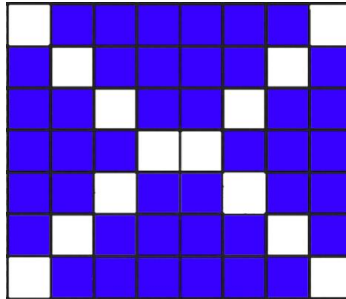
- A. A **pixel** is one square in a bitmap graphic. (1 mark)
- B. **Resolution** describes the number of **pixels** in an image. (2 marks)
- C. A **bitmap** graphic is created using a **grid** of **pixels**. (3 marks)
- D. A **higher** resolution allows for more **detail** compared to a **lower** resolution. (3 marks)



## Task 4

A. Identify the resolution of this bitmap graphic.

(2 marks)

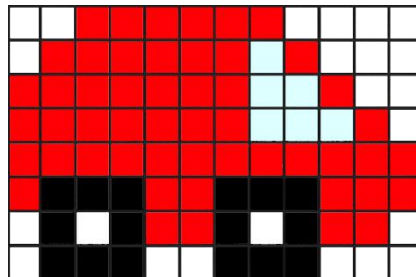


8 x 7

(1 mark for each correct number)

B. Identify the resolution of this bitmap graphic.

(2 marks)

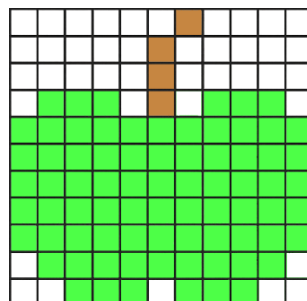


12 x 8

(1 mark for each correct number)

C. Identify the resolution of this bitmap graphic.

(2 marks)



12 x 11

(1 mark for each correct number)

## Task 5

Create the following bitmaps using <https://www.piskelapp.com/> and insert the pictures into the boxes.

- A. Create a bitmap of a **smiley face**.

- B. Create a bitmap of a **house**.

- C. Create a bitmap of a **dog**.

- D. Create a bitmap of a **famous logo**.

# Check your understanding

## 1. Mark your answers

Mark your answers using the study kit at [www.superstudyparty.com](http://www.superstudyparty.com)

Computing Science → S1-S3 → Computing Science - Basics → Bitmap Graphics



Mark:	/22
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## 2. Tick your targets

1. Tick the targets you have achieved
2. Give evidence of each achieved target - "Task 1a"



<input checked="" type="checkbox"/> Targets	Evidence
<input type="checkbox"/> I can <b>define</b> the term bitmap graphic	
<input type="checkbox"/> I can <b>define</b> the term pixel	
<input type="checkbox"/> I can <b>define</b> the term resolution	
<input type="checkbox"/> I can <b>explain</b> how resolution affects image quality	
<input type="checkbox"/> I can <b>identify</b> the resolution of a bitmap graphic	
<input type="checkbox"/> I can <b>create</b> a bitmap graphic	

## 3. Study

Continue your study at [www.superstudyparty.com](http://www.superstudyparty.com)

Computing Science → S1-S3 → Computing Science - Basics → Bitmap Graphics



Target(s) I will study	Study Method
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> Super Study Party <input type="checkbox"/> Study Cards <input type="checkbox"/> Mind Map <input type="checkbox"/> Write notes <input type="checkbox"/> Other