a GCSE course properly **01** Convert the decimal number 121 into binary. Write your answer as an 8-bit binary number. [1 mark] **02** Convert the hexadecimal number 3C into binary. Write your answer as an 8-bit binary number. [2 marks] **03** Add together the following three binary numbers and give your answer in 8 bit binary [2 marks] 10110001 00010011 + 00100101 **04** State the arithmetic effect of applying a left binary shift of three to a binary number. [1 mark] **05** Define the term **sampling resolution** in the context of representing sound digitally. [2 marks] **06** Define the term **colour depth** in the context of representing images digitally. [2 marks] 07 The keyboard character & (an ampersand) is represented in ASCII code as 038. What will its representation be in Unicode? Do not Google this - syllabus knowledge point from Unit 3.3.5 [1 mark]

Do not Google answers – use the syllabus definitions where needed. The ones you get from Google are too complex and don't apply to