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part of an instruction for a computer to execute Abit image is monochrome; anbit image supports colors or grayscales; and a or bit graphic supports true color. unsigned short s = 4; // short is a bit format, so. - Most current machines arebits (4 bytes) Limits addresses to 4GB Becoming too small for memory-intensive applications – High-end systems arebits (8 bytes) Tags • byte could be -bit in use, wasted bits (e.g., M/F in a database) -bits representing a number between and - an alphabetic character like W or + or - • byte could be -bit in use, wasted bits (e.g., M/F in a database) -bits storing a number betweenand - an alphabetic character like W or + or - part of a Abit image is monochrome; anbit image supports colors or grayscales; and a or bit graphic supports true color. Program being executed This is easy for unsigned values: simply add leading zeros to the representation (called "zero extension"). nibble: Half a byte - four bits. byte: Abbreviation for binary term, a unit of storage capable of holding a single Byte-oriented memory organization. SRAM, DRAM, disk. For signed values, we want the number to remain the same s =b. The term is sometimes spelled nybble. nibble: Half a byte - four bits. unsigned int i = s; // conversion to bit int, so i = b. Nibbles are On the myth machines, pointers are bits long, meaning that a program can "address" up to bytes of memory, because each byte is individually addressable. Only allocate for regions actually used by program. This is a lot of • byte could be -bit in use, wasted bits (e.g., M/F in a database) -bits representing a number betweenand – an alphabetic character like W or + or – part of a character in another alphabet or writing system (2 bytes) – part of a larger number (2 ororbytes, usually) – part of a picture or sound 8 bits representing a number betweenand an alphabetic character like W or + orpart of a character in another alphabet or writing system (2+ bytes) part of a larger number (2 ororbytes, usually) part of a picture or sound. Conceptually very large array of bytes (byte =bits) Actually implemented with hierarchy of different memory types. In Unix and Windows NT, address space private to particular "process". Nibbles are important in hexa imal and BCD representations.

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