# Co-ordinate array pixel drawing

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| **0** | (0,0) | (0,1) |  |  |  |  |  |  |
| **1** | (1,0) |  |  |  |  |  |  |  |
| **2** |  | (2,1) |  |  |  |  |  |  |
| **3** |  |  |  |  |  |  |  |  |
| **4** |  |  |  |  |  |  |  |  |
| **5** |  |  |  |  |  |  |  |  |
| **6** |  |  |  |  |  |  |  |  |
| **7** |  |  |  |  |  |  |  | (7,7) |

Below are co-ordinates (0,0) along with binary numbers that represent colours (which can be seen in the colour key).

Using [www.computerscienced.co.uk/site/pixel-drawer](http://www.computerscienced.co.uk/site/pixel-drawer) or a piece of graph paper, colour in the co-ordinates according to the colour key.

For example – (0,0) – 00, I colour in the co-ordinate 0,0 (row 0, column 0) in white (00 = white)

(2,1) – 01, I colour in the co-ordinate 2,1 (row 2, column1) in orange (01 = orange)

**Colour Key**

00 = White

01 = Orange

10 = Black

11 = Green

|  |  |
| --- | --- |
| (0,0) – 00(0,1) – 00(0,2) – 00(0,3) – 00(0,4) – 11(0,5) – 11(0,6) – 00(0,7) – 00 | (1,0) – 00(1,1) – 00(1,2) – 00(1,3) – 11(1,4) – 11(1,5) – 00(1,6) – 00(1,7) – 00 |

|  |  |
| --- | --- |
| (2,0) – 00(2,1) – 01(2,2) – 01(2,3) – 01(2,4) – 01(2,5) – 01(2,6) – 01(2,7) – 00(3,0) – 01(3,1) – 01(3,2) – 10(3,3) – 01(3,4) – 01(3,5) – 10(3,6) – 01(3,7) – 01(4,0) – 01(4,1) – 01(4,2) – 01(4.3) – 01(4,4) – 01(4,5) – 01(4,6) – 01(4,7) – 01 | (5,0) – 01(5,1) – 10(5,2) – 01(5,3) – 10(5,4) – 01(5,5) – 10(5,6) – 01(5,7) – 01(6,0) – 01(6,1) – 01(6,2) – 10(6,3) – 01(6,4) – 10(6,5) – 01(6,6) – 10(6,7) – 01(7,0) – 00(7,1) – 01(7,2) – 01(7,3) – 01(7,4) – 01(7,5) – 01(7,6) – 01(7,7) – 00 |