

ECS 2 – Binary Pictures

If you want to produce coloured images you can use a number to represent the colour (e.g. 0 is black, 1 is red, 2 is green etc.) Two numbers are now used to represent a run of pixels: the first gives the length of the run as before, and the second specifies the colour.

Colors used: 0 White 1 red 2 orange 3 blue 4 brown

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| 12,0,4,2 |
| 5,0,6,1,1,0,4,2 |
| 4,0,8,1,3,2 |
| 4,0,3,4,2,2,1,4,2,2,4,1 |
| 3,0,1,4,1,2,1,4,3,2,1,4,2,2,4,1 |
| 3,0,1,4,1,2,2,4,3,2,1,4,3,2,2,1 |
| 3,0,2,4,4,2,4,4,2,1 |
| 5,0,7,2,2,1 |
| 1,0,5,1,1,3,3,1,1,3,2,1 |
| 7,1,1,3,3,1,2,3,1,0,2,4 |
| 1,2,6,1,6,3,1,0,2,4 |
| 3,2,2,3,1,1,2,3,1,2,2,3,1,2,1,3,3,4 |
| 2,2,1,4,10,3,3,4 |
| 1,0,3,4,9,3,3,4 |
| 3,4,8,3 |
| 2,4,1,0,5,3 |

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