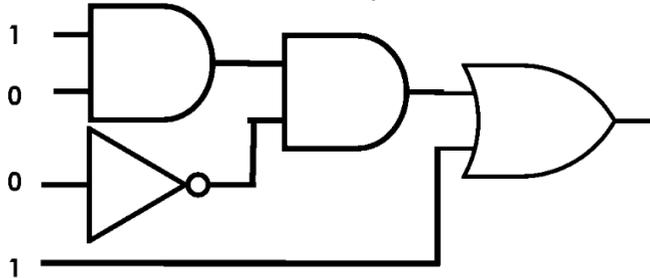
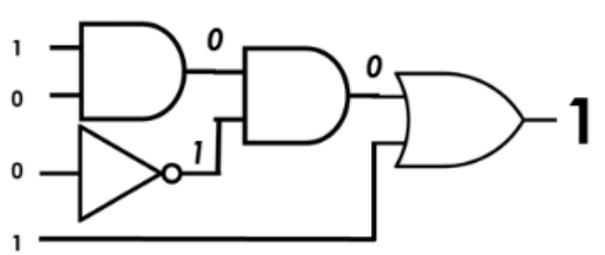




<p>What is the greatest number that can be held in a single digit of Hex?</p>	<p>What is 'Lossless Compression'?</p>	<p>What is the OUTPUT of this Logic Circuit?</p>  <p>The logic circuit has four inputs on the left, labeled 1, 0, 0, and 1 from top to bottom. The top two inputs (1 and 0) are connected to the first AND gate. The bottom two inputs (0 and 1) are connected to the second AND gate. The output of the second AND gate is connected to the top input of an OR gate. The output of the first AND gate is connected to a NOT gate, and its output is connected to the bottom input of the OR gate. The output of the OR gate is the final output of the circuit.</p>
<p>What is meant by the term 'file handling'?</p>	<p>What is a database?</p>	<p>In a computer system, what is memory?</p>



<p>What is the greatest number that can be held in a single digit of Hex?</p> <p style="text-align: center;"><b>15</b></p> <p>There are 15 different hex digits, each representing the numbers from 1 to 15 (e.g. 1=1.....15=F).</p>	<p>What is 'Lossless Compression'?</p> <p><b>A form of file compression that reduces the file size by temporarily removing some of it is data. This data is reconstructed when the file is uncompressed.</b></p>	<p>What is the OUTPUT of this Logic Circuit?</p>  <p>The logic circuit has three inputs: 1, 0, and 0. The first two inputs (1 and 0) are connected to an AND gate, which outputs 0. The first input (1) is also connected to a NOT gate, which outputs 1. The output of the AND gate (0) and the output of the NOT gate (1) are connected to an OR gate, which outputs 1.</p>
<p>What is meant by the term 'file handling'?</p> <p><b>File handling refers to coding your program so that it can access an external file. Either to write to it or read its contents.</b></p>	<p>What is a database?</p> <p><b>A database is a table, or a collection of tables that store data in a persistent and organised manner.</b></p>	<p>In a computer system, what is memory?</p> <p><b>Memory is where binary data (0s and 1s) is stored.</b></p>