

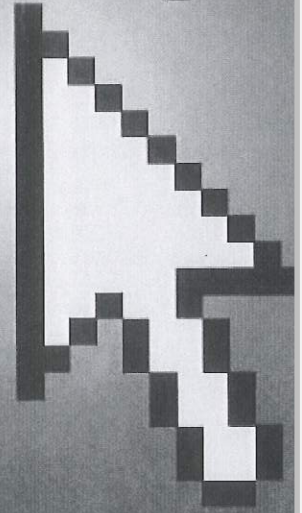
Exhibit “I”

Microsoft

Computer Dictionary

Fifth Edition

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- *Easy to read, expertly illustrated*
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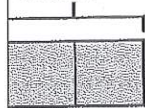
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also ASCII, binary¹, byte.

bit block *n.* In computer graphics and display, a rectangular group of pixels treated as a unit. Bit blocks are so named because they are, literally, blocks of bits describing the pixels' display characteristics, such as color and intensity. Programmers use bit blocks and a technique called bit block transfer (bitblt) to display images rapidly on the screen and to animate them. *See also* bit block transfer.

bit block transfer *n.* In graphics display and animation, a programming technique that manipulates blocks of bits in memory that represent the color and other attributes of a rectangular block of pixels forming a screen image. The image described can range in size from a cursor to a cartoon. Such a bit block is moved through a computer's video RAM as a unit so that its pixels can be rapidly displayed in a desired location on the screen. The bits can also be altered; for example, light and dark portions of an image can be reversed. Successive displays can thus be used to change the appearance of an image or to move it around on the screen. Some computers contain special graphics hardware for manipulating bit blocks on the screen independently of the contents of the rest of the screen. This speeds the animation of small shapes, because a program need not constantly compare and redraw the background around the moving shape. *Also called:* bitblt. *See also* sprite.

bitblt *n.* *See* bit block transfer.

bit bucket *n.* An imaginary location into which data can be discarded. A bit bucket is a null input/output device from which no data is read and to which data can be written without effect. The NUL device recognized by MS-DOS is a bit bucket. A directory listing, for example, simply disappears when sent to NUL.

Os and vice versa. For example, in a graphics program, to invert a black-and-white bitmapped image (to change black to white and vice versa), the program could simply flip the bits that compose the bit map.

bit image *n.* A sequential collection of bits that represents in memory an image to be displayed on the screen, particularly in systems having a graphical user interface. Each bit in a bit image corresponds to one pixel (dot) on the screen. The screen itself, for example, represents a single bit image; similarly, the dot patterns for all the characters in a font represent a bit image of the font. In a black-and-white display each pixel is either white or black, so it can be represented by a single bit. The "pattern" of 0s and 1s in the bit image then determines the pattern of white and black dots forming an image on the screen. In a color display the corresponding description of on-screen bits is called a pixel image because more than one bit is needed to represent each pixel. *See also* bitmap, pixel image.

bit manipulation *n.* An action intended to change only one or more individual bits within a byte or word. Manipulation of the entire byte or word is much more common and generally simpler. *See also* mask.

bitmap *n.* A data structure in memory that represents information in the form of a collection of individual bits. A bit map is used to represent a bit image. Another use of a bit map in some systems is the representation of the blocks of storage on a disk, indicating whether each block is free (0) or in use (1). *See also* bit image, pixel image.

bitmapped font *n.* A set of characters in a particular size and style in which each character is described as a unique bit map (pattern of dots). Macintosh screen fonts are examples of bitmapped fonts. *See the illustration. See also*