

# Pixelbilder



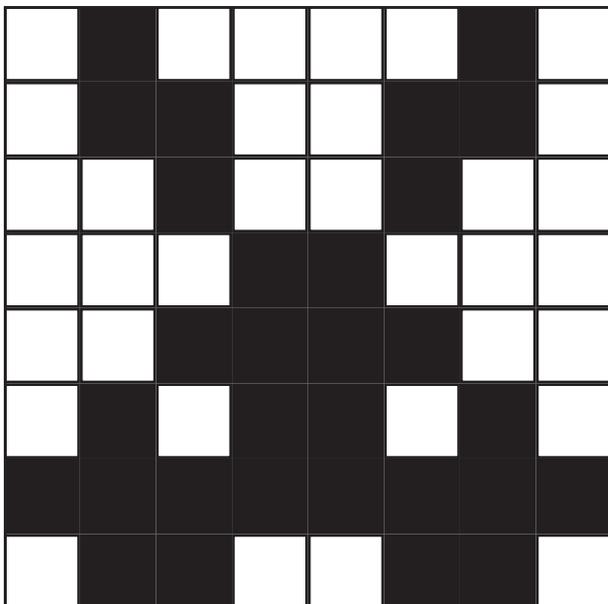
Lösung:

Malen in Einsen und Nullen

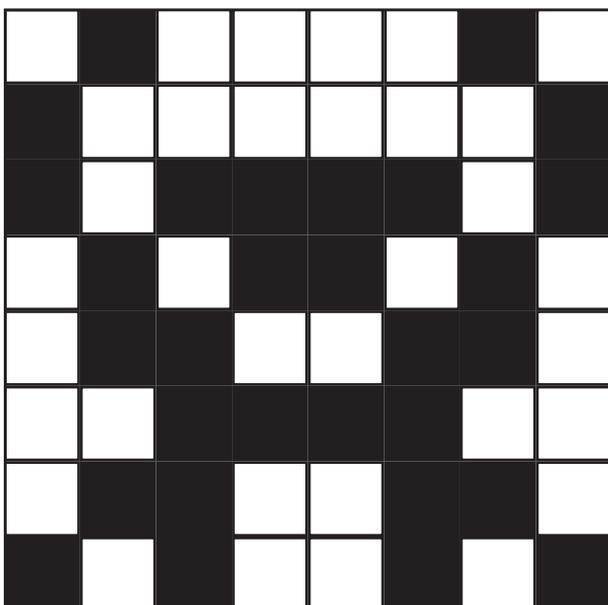
Lösung:

Hier kannst du nachsehen, ob du die Bilder richtig ausgemalt hast.

0 =  1 = 



```
0 1 0 0 0 0 1 0
0 1 1 0 0 1 1 0
0 0 1 0 0 1 0 0
0 0 0 1 1 0 0 0
0 0 1 1 1 1 0 0
0 1 0 1 1 0 1 0
1 1 1 1 1 1 1 1
0 1 1 0 0 1 1 0
```



```
0 1 0 0 0 0 1 0
1 0 0 0 0 0 0 1
1 0 1 1 1 1 0 1
0 1 0 1 1 0 1 0
0 1 1 0 0 1 1 0
0 0 1 1 1 1 0 0
0 1 1 0 0 1 1 0
1 0 1 0 0 1 0 1
```