

9. A B C D E F

1, 2, 4, 8, 16, 32, 64, 128, 256, 512, 1024

0001, 0111, 1111, 1111, 1111, 1111, 1111, 1111

iv AI - 0101 1000 - 92 11
 FS - 1111 1010 - 20
 11248715

0/2

0/2

v 1111 11 - 32

0/2

vi 1 Kilo byte - 00010111, 1100

0/2

1000 - 512 - 488
 488 - 256 - 232
 252 - 128 - 104
 104 - 64 - 40
 40 - 32 - 8

b) 16 gb of Ram would be a sensible amount. 3D rendering uses a lot of Ram.

c

a) a suitable CPU for 3D rendering would be one with the capacity to allow multi-bus networks to speed up ^{rendering} rendering.

c) 3D rendering ^{uses} ~~uses~~ a lot of storage. an SSD would be a good choice here. a Terabyte of storage will be more than enough storage for 3D rendering.

E D a Powerful Graphics Card would be required to render 3D space efficiently. the CPU will not have enough cores to render 3D space efficiently.

16/20

D) input/output ports will be needed to allow the 3D rendering to go off to junction. There will need to be at ~~least~~ minimum 3, for keyboard, mouse and monitor. more will be needed depending on the peripherals. This means that aiming for 5-6 ~~ports~~ ports to allow other peripherals to be added.