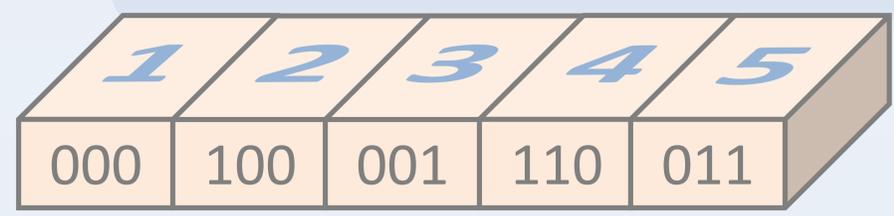
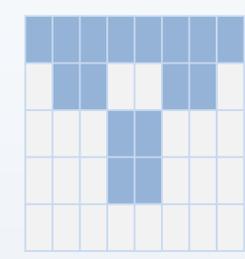
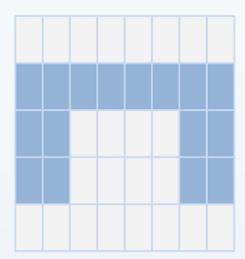
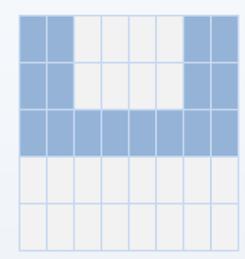
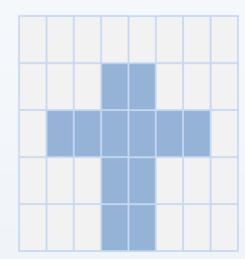
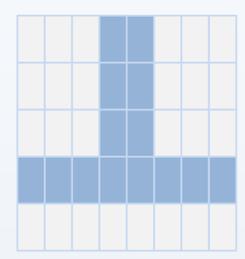


00011000	00000000	11000011	00000000	11111111
00011000	00011000	11000011	11111111	01100110
00011000	01111110	11111111	11000011	00011000
11111111	00011000	00000000	11000011	00011000
00000000	00011000	00000000	00000000	00000000

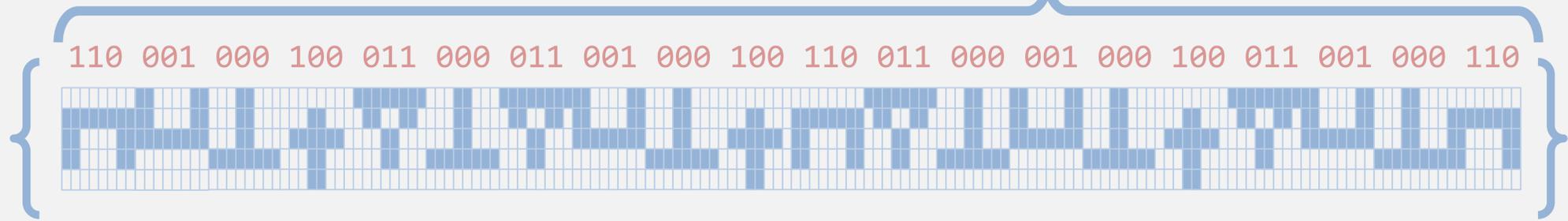
{000} {100} {001} {110} {011}



60 bits
20 bytes

```

1100010001000110000110010
0010011001100000100010001
1001000110
  
```



800 bits
266.66 bytes

The alien text measured in alien bytes. The top of the figure shows five hypothetical characters in a 2D formation of 5×8 bits. Below the representations are the 3-bit codes that can be associated with these object characters. Just below the 3-bit codes, the characters are displayed using colors instead of 0s and 1s. The abstract box representation shows the 3-bit code and the character code associated with the symbols. On the bottom of the figure, an "alien" phrase of 20 characters is shown. The meaning of the phrase is not important. There, the comparison is made between the size of the 20 characters (266.66 bytes) and the size of the encoding (20 bytes). Thus, the "alien" example indicates the role of character encoding in reducing size without information loss. Note that in this example, an "alien" byte represents a 3-bit sequence.