

Cathode Ray Tube (CRT)

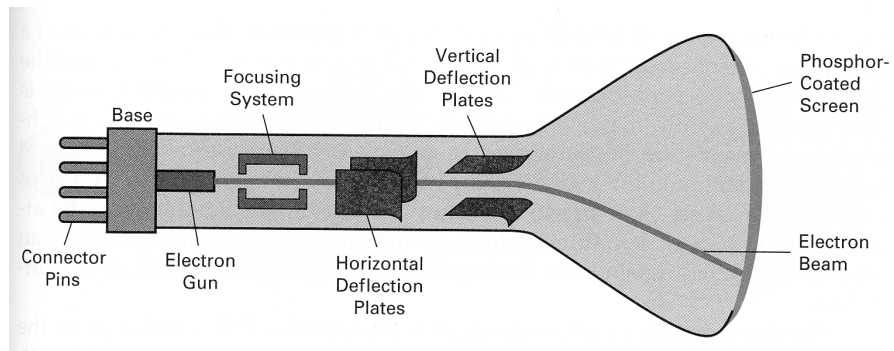
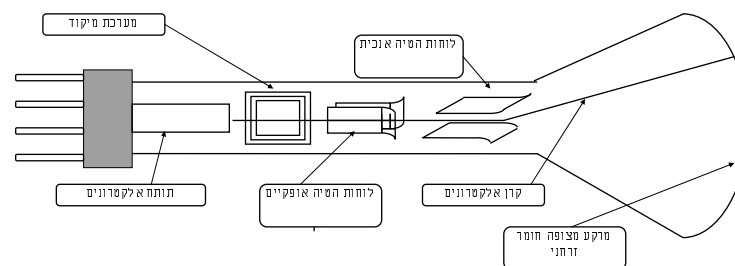


Figure 2.4 from H&B

~CRT

שפופרת קרן קטודית



Color CRT

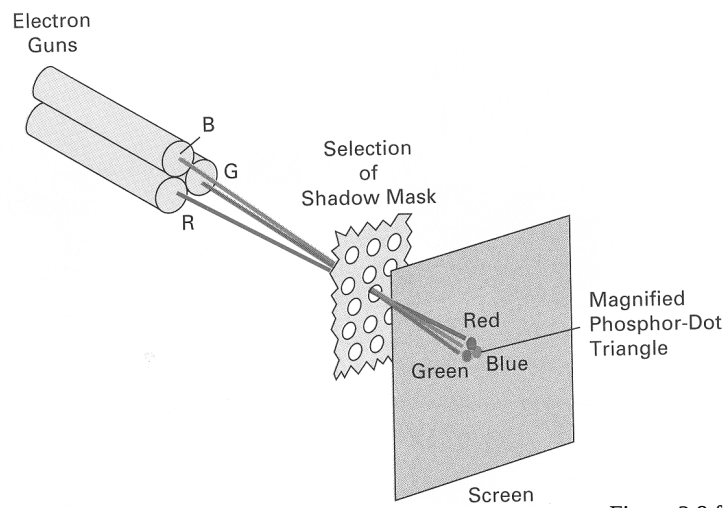
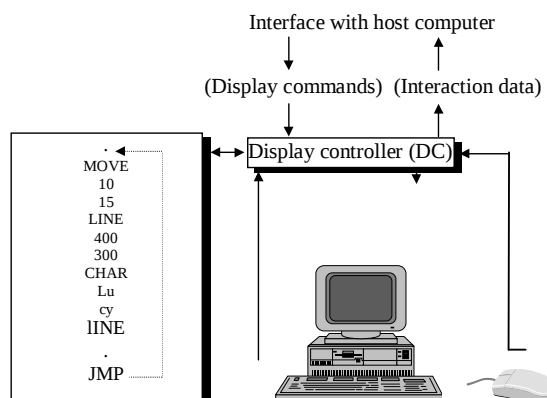
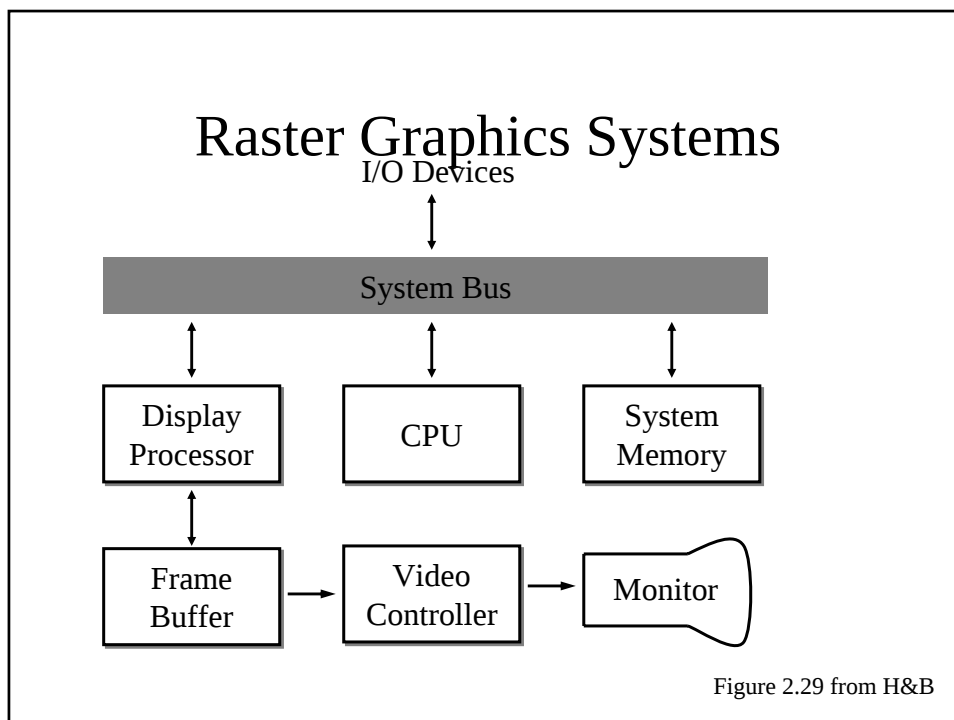
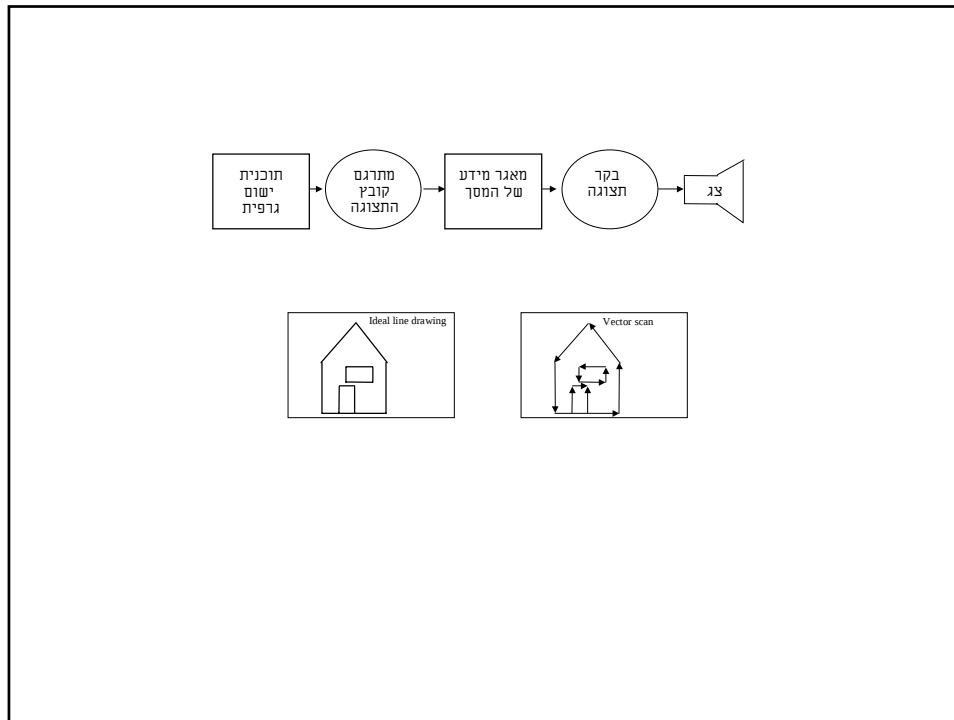


Figure 2.8 from H&B

Vector Graphics





Frame Buffer

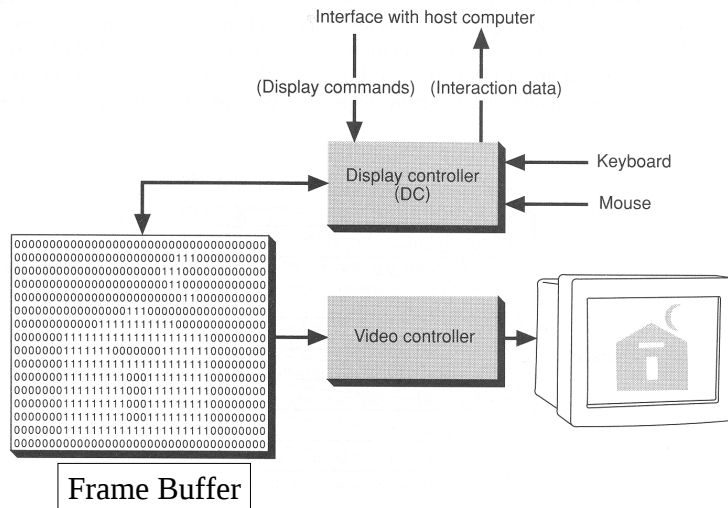
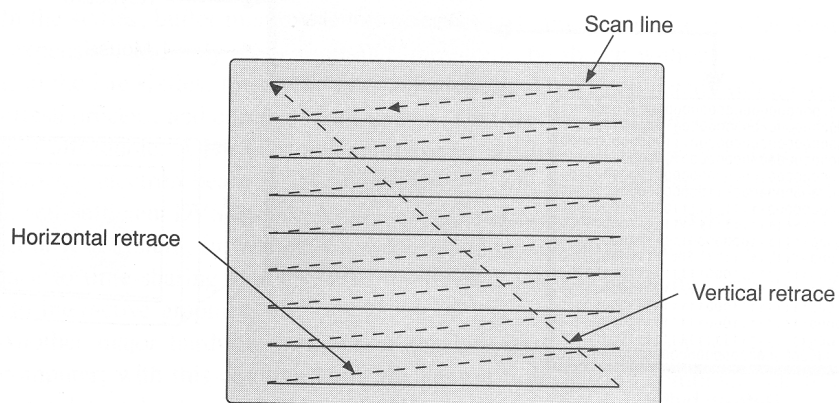


Figure 1.2 from FvDFH

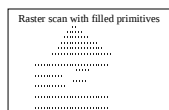
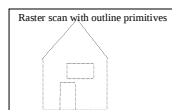
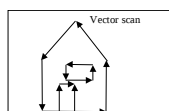
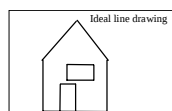
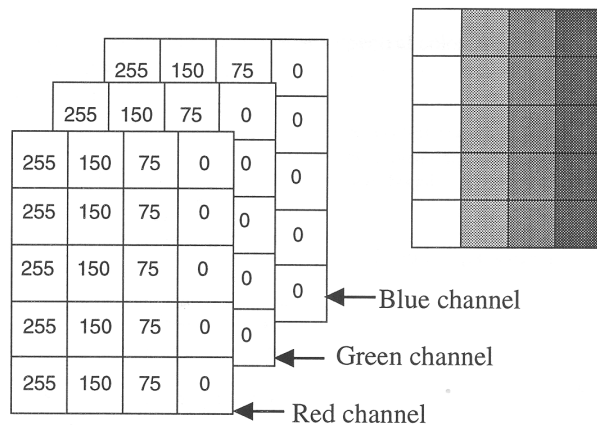
Frame Buffer Refresh

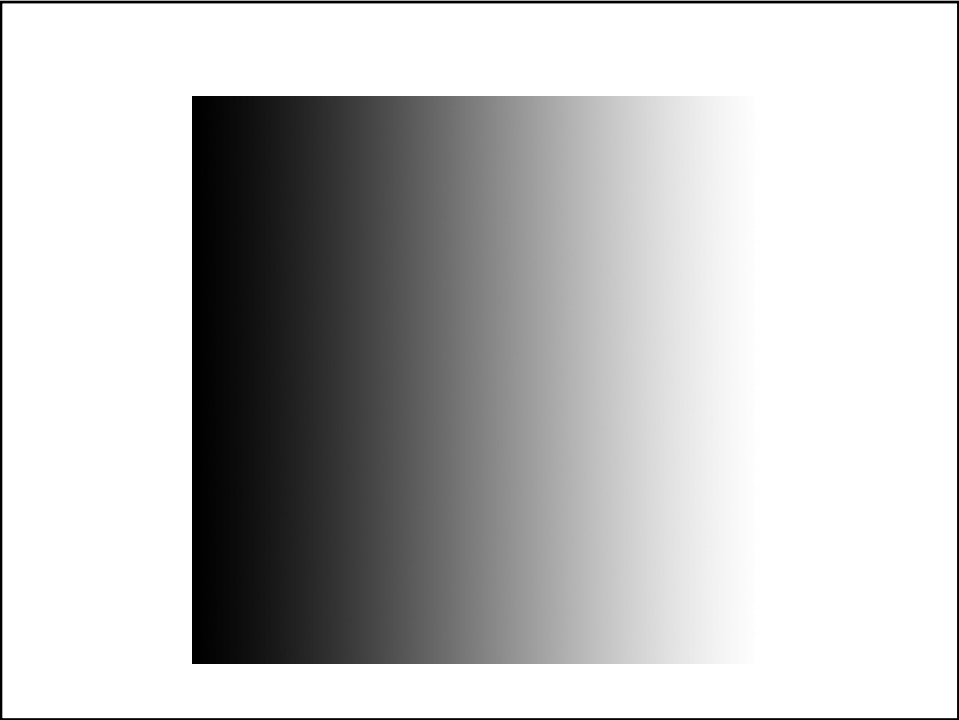
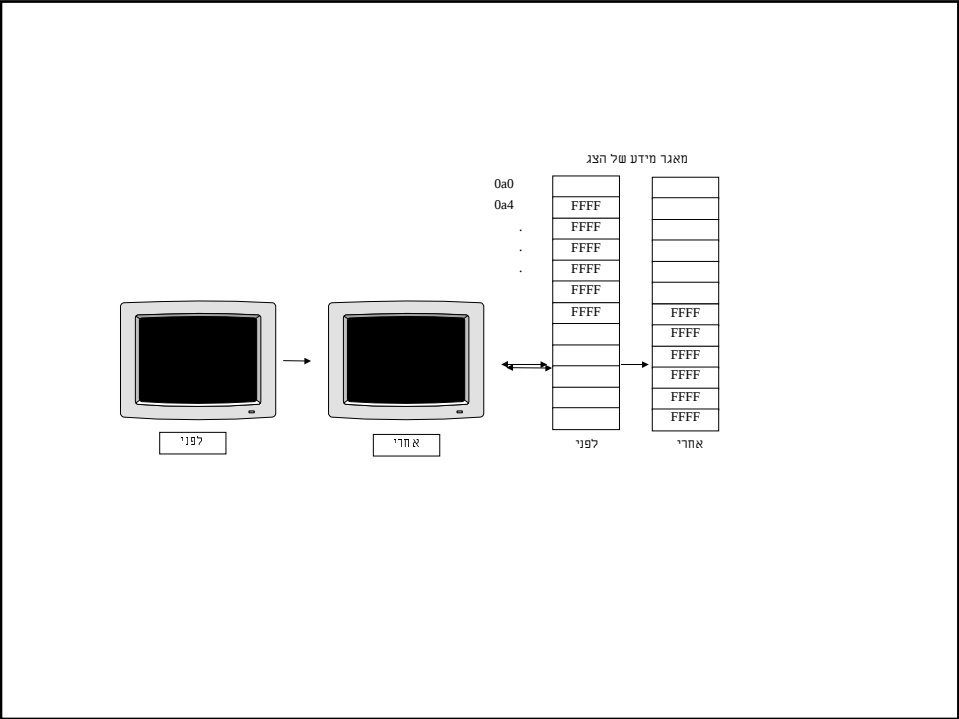


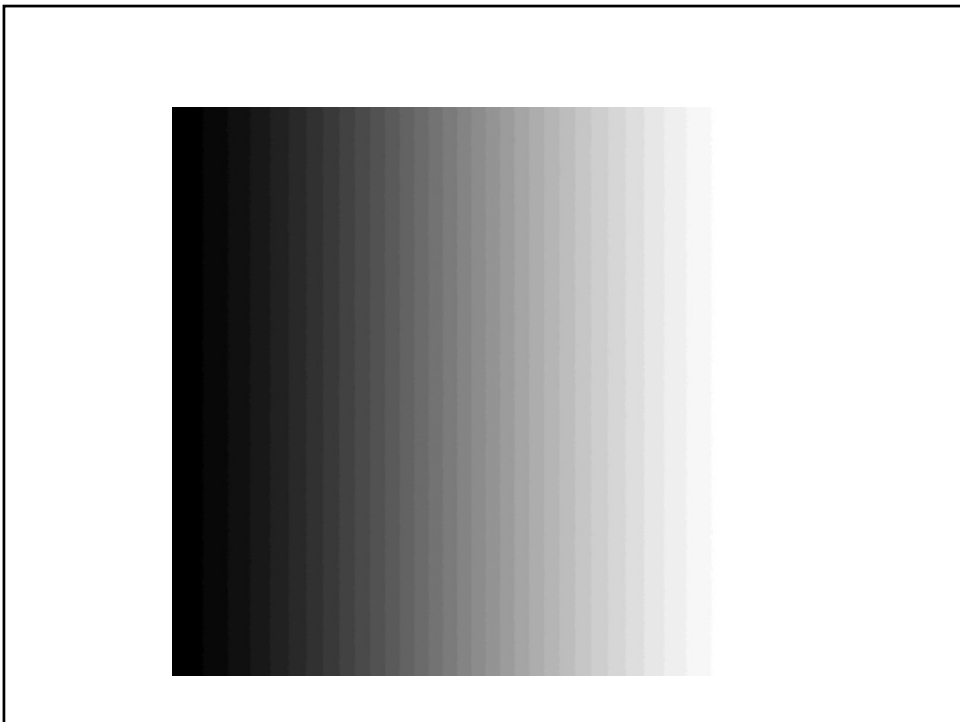
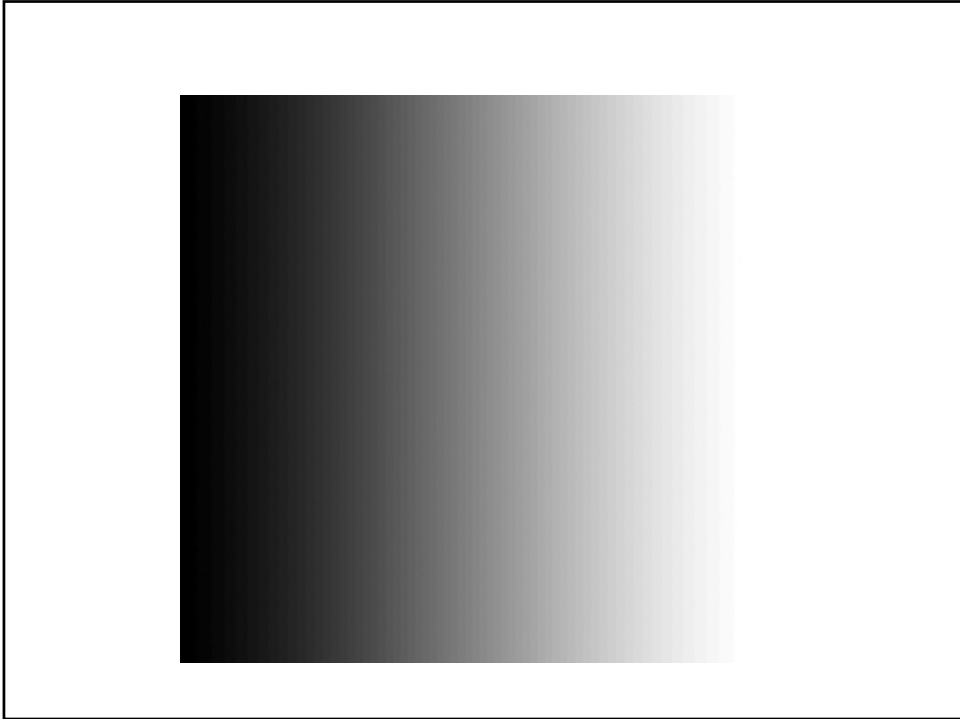
Refresh rate is usually 30-75Hz

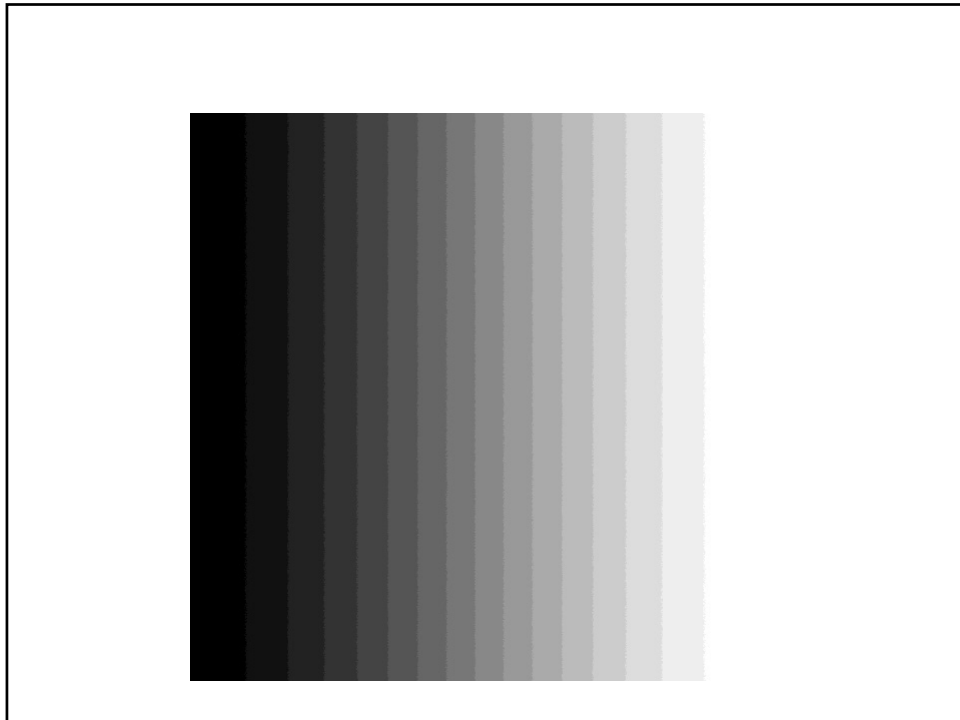
Figure 1.3 from FvDFH

Color Frame Buffer









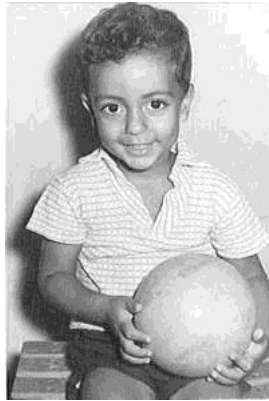
128 levels



32 levels

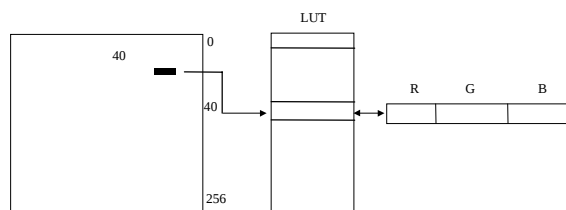


128 levels



16 levels

Color Look Up Table



RGB Image

Figure 1 displays two triangular matrices representing the evolution of the 128-bit S-box. The left matrix shows the S-box after 10 rounds, and the right matrix shows the S-box after 12 rounds. Both matrices are 128x128 bit representations, with rows and columns indexed by 10-bit values (0 to 1023). The matrices are composed of 128 rows and 128 columns, with the rightmost column of the left matrix and the rightmost column of the right matrix being highlighted in red.