

2(a)	A
2(b)(i)	3
2(b)(ii)	2
2(c)(i)	32 bits are used to represent each/a/one colour in the image // 2^{32} (approx. 4.3 billion) different colours can be used/are available for the image
2(c)(ii)	Any two from: - The size of the image file increases. ... as the number of bits used to represent/store a colour has increased
2(d)	Any three from: - The size of the file is reduced without permanently removing any data. - A compression algorithm is used. ... such as Run length encoding/RLE. - Repeating pixels are grouped/identified ... // Patterns are identified and stored with the number of times they are repeated. ... and indexed