## 6.2 Code table

For each character in the set the code table (table 2) shows a graphic symbol at the position in the code table corresponding to the bit combination specified in table 1.

The shaded positions in the code table correspond to bit combinations that do not represent graphic characters. Their use is outside the scope of ISO/IEC 8859; it is specified in other International Standards, for example ISO/IEC 6429.

				b <sub>8</sub>		0	0	0	0	0	0	0	1	1		1	1	1	$\mathbf{x}$	1	
b7 b6					0	0	0	0	1	1	1	1	0	0	0 1	0		<u>_1</u> 0	1	1	
				b <sub>5</sub>		1	0	1				1	0	1	0	1		1	Q	∕1	
[b4b3b2b1]					00	01	02	03	04	05	06	07	08	09	10⁄	11	12	13	14	15	
0	0	0	0	00			SP	0	ລ	Ρ	`	р			NBSP	0	À	Ð	à	ð	0
0	0	0	1	01			!	1	Α	Q	а	q		$\langle \langle \rangle$		<u>+</u>	Á	Ñ	á	ñ	1
0	0	1	0	02			"	2	В	R	b	r∕	$\left\langle \right\rangle$		¢	2/	Â	Ò	â	ò	2
0	0	1	1	03			#	3	C	S	<b>C</b> <	Ś			£	3	Ã	Ó	ã	ó	3
0	1	0	0	04			\$	4	D	Т	d	t		$\searrow$	α	,	Ä	Ô	ä	ô	4
0	1	0	1	05			%	5	Ę	U	e	u			¥	μ	Å	õ	°a	õ	5
0	1	1	0	06			&	6	F	V	f	V				¶	Æ	Ö	æ	ö	6
0	1	1	1	07			1	7	G	W	g	W			ß		Ç	×	Ç	÷	7
1	0	0	0	08		$\land$	(	8	Ĥ	X	h	х				,	È	Ø	è	Ø	8
1	0	0	1	09		/	$\hat{\boldsymbol{\Sigma}}$	9	I	Y	i	у			©	1	É	Ù	é	ù	9
1	0	1	0	10	$\overline{}$		*		J	Z	j	z			a	ō	Ê	Ú	ê	ú	Α
1	0	1	X	11	$\sum$		+	;	Κ	Γ	k	{			«	»	Ë	Û	ë	û	В
1	Y	Q	O	12			,	<	L	١	l				٦	1/4	Ì	Ü	ì	ü	С
1	1	Q	1	13			_	=	Μ	]	m	}			SHY	1∕₂	Í	Ý	í	ý	D
1	1	1	0	d (			•	>	Ν	^	n	~			R	3/4	Î	Þ	î	þ	Е
1	1	1	1	15			/	?	0		0				-	i	Ï	ß	ï	ÿ	F
					0	1	2	3	4	5	6	7	8	9	Α	В	C	D	Ε	F	net.

