

[illegible]

START BY MAKING GLOBAL COLUMN WIDTH = 1

1. Position the cursor at cell A1.
2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
3. Enter the decimal value of the ASCII character { É = 201 } and press enter.

```
É
/XMMAIN.MENU~
/XG\M~
```

DEMO

/XGDEMO~

B3: 'Û

READY

```

00000000A0000000B0000000C0000000D0000
0100
0200
0300      0
0400
0500

```

Í

Í

- 1. Position the cursor at cell A2.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { Í = 205 } and press enter.

»

LESSON 1

/XGLESSON.1~

```
B3: 'Û          EDIT
'Û

000000000A000000000B000000000C000000000D0000
0100
0200
0300      0
0400
0500
```

í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

1. Now copy the character, at cell A2,  
across row 1 using the /C(opy) command.

¼

LESSON 2

/XGLESSON.2~

B3: 'Û

EDIT

\Û

ÛÛÛÛÛÛÛAÛÛÛÛÛÛÛBÛÛÛÛÛÛÛCÛÛÛÛÛÛÛDÛÛÛÛ

Û1ÛÛ

Û2ÛÛ

Û3ÛÛ     Û

Û4ÛÛ

Û5ÛÛ

í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

- 1. Position the cursor at cell BT1.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { » = 187 } and press enter.

È

RETURN

/FRAUTO123~

B3: \0                      READY

000000000A000000000B000000000C000000000D0000  
0100  
0200  
0300        0000000000  
0400  
0500

í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

1. Position the cursor at cell BT2.
2. Press Ctrl-A if you are using ProKey  
or Alt-A if you are using keyboard  
macros to generate ASCII characters.
3. Enter the decimal value of the ASCII  
character { ° = 186 } and press enter.

o

B3: 'Û

READY

```
00000000A00000000B00000000C00000000D0000
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ    Û
Û4ÛÛ
Û5ÛÛ
```

í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

1. Now copy the character, at cell BT2,  
down column BT using the /C(opy) command.

í

B5: READY  
Enter range to copy FROM: B3..B3 TO: B4..B5

00000000A00000000B00000000C00000000D0000  
0100  
0200  
0300 0  
0400  
0500

í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

- 1. Position the cursor at cell BT20.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { ¼ = 188 } and press enter.

±

B3: 'Û                      READY

000000000A000000000B000000000C000000000D0000  
0100  
0200  
0300      0  
0400      0  
0500      0

í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

1. Position the cursor at cell BS20.
2. Now copy the entire row of characters in row 1 between cell A1 and BT1 to row 20.

Û

B3: 'Û                      READY  
Enter justify range: B3..D5

```

ÛÛÛÛÛÛÛÛAÛÛÛÛÛÛÛÛBÛÛÛÛÛÛÛÛCÛÛÛÛÛÛÛÛDÛÛÛÛ
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ      ÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛ
Û4ÛÛ      ÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛ
Û5ÛÛ      ÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛ
    
```



í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

1. CONTINUE THE REST OF THE  
BORDER USING THE SAME METHODS.

B3: 'Û Û Û

READY

ÛÛÛÛÛÛÛAÛÛÛÛÛÛÛBÛÛÛÛÛÛÛCÛÛÛÛÛÛÛDÛÛÛÛ  
Û1ÛÛ  
Û2ÛÛ  
Û3ÛÛ     Û Û Û  
Û4ÛÛ  
Û5ÛÛ

í  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
±  
í

1. CONTINUE THE REST OF THE  
BORDER USING THE SAME METHODS.

B3: 'Û Û Û                      READY  
'Û Û Û  
  
ÛÛÛÛÛÛÛAÛÛÛÛÛÛÛBÛÛÛÛÛÛÛCÛÛÛÛÛÛÛDÛÛÛÛ  
Û1ÛÛ  
Û2ÛÛ  
Û3ÛÛ        Û Û Û  
Û4ÛÛ  
Û5ÛÛ

í  
±  
±  
±  
±

±  
±  
±  
±  
í

- 1. Position the cursor at cell C2.
- 2. Press Ctrl-A if you are using ProKey or Alt-A if you are using keyboard macros to generate ASCII characters.
- 3. Enter the decimal value of the ASCII character { ± = 177 } and press enter.

```
B3: 'Û Û Û          READY
'ÛÛ Û

000000000A000000000B000000000C000000000D0000
Û1ÛÛ
Û2ÛÛ
Û3ÛÛ      Û Û Û
Û4ÛÛ
Û5ÛÛ
```

í  
±  
±  
±  
±

±  
±  
±  
±  
í

1. Now copy the character, at cell C2, across and down the entire block of cells from C2 to BR19 using /C(opy).

2. Unprotect the cells around the outer edge of the block to highlight them.

3. Erase the inner cells of the block for text entries such as titles.

B3: 'Û Û Û  
'ÛÛÛ

READY

ÛÛÛÛÛÛÛÛAÛÛÛÛÛÛÛÛBÛÛÛÛÛÛÛÛCÛÛÛÛÛÛÛÛDÛÛÛÛ  
Û1ÛÛ  
Û2ÛÛ  
Û3ÛÛ     Û Û Û  
Û4ÛÛ  
Û5ÛÛ

í  
±  
±  
±  
±

±  
±  
±  
±  
í

THE END!

B3: '000

READY

00000000A00000000B00000000C00000000D0000  
0100  
0200  
0300     000  
0400  
0500

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

Timing diagram for B3: '0000'. The signal is high for 15 clock cycles and low for 1 clock cycle. The signal is labeled 'B3: '0000'' and 'READY'.

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$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ | \end{matrix}$$

1. The first method is to simulate it by using the "`\`" label pre-fix.
2. The second method is to utilize the "`/R(ange)J(ustify)`" command.

Page 15

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

## " \ " LABEL PRE-FIX METHOD

Once you have brought in an ASCII character using the UTILITY 1-2-3 ASCII Generator, then, by changing the label pre-fix of the cell for " ' " to " \ ", the cell will be visually filled with that character. This is the same theory applied to repeat any character in a cell.

Timing diagram for B3: '0000 °'. The diagram shows a sequence of 10 '0' values over time. The clock signal is at the top, and the 'READY' signal is at the bottom. The data is shown as a series of '0's between the clock and ready signals.

Page 16



$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

## " \ " LABEL PRE-FIX METHOD

For example, suppose that we have entered the ASCII character " Û " (ASCII value = 219) into cell B3 using the ASCII Generator. To repeat this character in a cell, we must change the label pre-fix to " \ ".

[illegible]

B3: 'ÛÛÛ °

READY

'UÛÛ °

U1UU

U2UU

$\hat{U}_3 \hat{U}_1$        $\hat{U}_1 \hat{U}_2$

4444

5555

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

## " \ " LABEL PRE-FIX METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

First, start by placing the cursor on that cell.

Press the F2 (Edit) key.

É|||||»

[illegible][illegible]

B3: 'ÛÛÛ °

READY

'UÛÛ°

U U U U U U U A U U U U U U U B U U U U U U U C U U U U U U U D U U U U

 $\hat{U}_1 \hat{U}_2$ 

U2UU

$$\hat{U}_3 \hat{U}_2 \hat{U}_1 \quad \hat{U}_1 \hat{U}_2 \hat{U}_3 \circ$$

U4UU

55

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

Now delete the " ' " and replace it with " \ ".

[illegible]



5555

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

## " \ " LABEL PRE-FIX METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

First, start by placing the cursor on that cell.

Press the F2 (Edit) key.

Now delete the " " and replace it with " \ ".

Hit the enter key.

A diagram showing a rectangular box. On the left side, there is a double-headed arrow pointing both up and down. On the right side, there is a single-headed arrow pointing downwards. The box is labeled '0' at the top left corner and '1/4' at the bottom right corner.

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB


The previous method suffices only in certain circumstances. For example, you may wish to fill only half a cell with graphics, or "run-over" graphics into the next cell. You may even wish to mix graphics in the same cell. The " / R(ange) J(ustify) METHOD " will allow you to do this.

Diagram illustrating a rectangular lattice structure. The top and bottom edges are labeled with 'É' and 'È' respectively, followed by a series of vertical tick marks. The right edge has a '1/4' label at the bottom. The left edge has a '1/4' label at the bottom. The top-right corner is labeled '»'.

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

UU  
/ R(ange) J(ustify) METHOD  
BB

To illustrate this, let's use the previous example. If, after we have brought in an ASCII character, we wish to repeat that character 3 times within a 9 character wide column, we would have to do the following:

È  »

o o

o o

o o

o o

o o


o o

o o

o o

o o

o o

È  1/4

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$

# ASCII GENERATOR

$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

1. We would copy the character at cell B3 to cells B4 and B5 for a total of 3 ASCII characters.

The diagram illustrates a rectangular frame with a grid of small circles. The top-left corner is labeled 'E' and the bottom-left corner is labeled 'E' with a subscript '1/4'. The right side of the frame is labeled '1/4'.





$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$

## UTILITY


$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

1. We would copy the character at cell B3 to cells B4 and B5 for a total of 3 ASCII characters.
2. Press `"/R(ange)J(ustify)"` and expand the range to include all of the rows and enough area to the right to allow room for the characters.

È  »

o o

o o

o o

o o

o o

o o


o o

o o

o o

o o

o o

È  1/4

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

3. Press the F2 {Edit} key since the justify command treats each character as a separate word and therefore puts spaces between them.

[illegible]

## Sheet1

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{cc} \begin{array}{c} \text{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{array} & \begin{array}{c} \text{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{array} \end{array}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{cc} \pm & \pm \\ \pm & \pm \\ \pm & \pm \\ \pm & \pm \\ | & | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

3. Press the F2 {Edit} key since the justify command treats each character as a separate word and therefore puts spaces between them.
4. Delete each of the spaces and hit the enter key.

É.....»  
o  
o  
o  
o  
o  
o  
o  
o  
o  
o  
o  
o  
È.....¼

$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

Let's suppose we wish to introduce a different ASCII character into this cell with the other ones. The method to accomplish this is exactly the same.

First, we bring the character onto the worksheet using the ASCII Character generator.

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

ÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜÜ

/ R(ange) J(ustify) METHOD

BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

1. Press `"/R(ange)J(ustify)"` and expand the range to include all of the rows and enough area to the right to allow room for the characters.

È

»

1/4



$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{array}$$

1. Press "/R(ange)J(ustify)" and expand the range to include all of the rows and enough area to the right to allow room for the characters.
2. Press the F2 {Edit} key.  
Delete each of the spaces and hit the enter key.

The diagram consists of a rectangular frame. Inside the frame, there is a grid of small circles. The top-left corner of the frame is labeled with the letter 'E'. The bottom-left corner is also labeled with the letter 'E'. The top-right corner is labeled with the symbol '»'. The bottom-right corner is labeled with the fraction '1/4'.

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

The diagram consists of a rectangular box formed by a series of vertical lines. The top-left corner is labeled 'E' and the bottom-left corner is labeled 'E'. The top-right corner is labeled '»' and the bottom-right corner is labeled '1/4'.

The diagram consists of a large rectangle. Inside the rectangle, there is a grid of small circles. The top-left corner of the rectangle is labeled with the symbol 'É'. The top-right corner is labeled with the symbol '»'. The bottom-left corner is labeled with the symbol 'É'. The bottom-right corner is labeled with the symbol '1/4'.



## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \mid \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ i \end{matrix}$$

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are two vertical columns of circles. The left column has 10 circles, and the right column has 10 circles. The top arrow is labeled  $E$  and the bottom arrow is labeled  $E$ .

$E$

0 0 0 0 0 0 0 0

$E^{1/4}$

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

È

»

È

¼

[illegible]

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$

1 - 2 - 3

$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are 10 small circles arranged in a vertical column. To the right of the bottom arrow, there is a label  $1/4$ .

Diagram illustrating a sequence of 16 '0' characters arranged in two rows of eight. Above the top row is a long horizontal line with a double arrow pointing to the right, labeled 'E'. Below the bottom row is a similar long horizontal line with a double arrow pointing to the right, labeled 'E' followed by a subscript '1/4'.

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

The diagram consists of a rectangular box formed by a series of vertical lines. The top-left corner is labeled 'E' and the bottom-left corner is labeled 'E'. The top-right corner is labeled '»' and the bottom-right corner is labeled '1/4'. The box is empty, with no internal lines or text.

The diagram consists of a large rectangle. Inside the rectangle, there is a grid of small circles. The top-left corner of the rectangle is labeled with the symbol 'É'. The top-right corner is labeled with the symbol '»'. The bottom-left corner is labeled with the symbol 'É'. The bottom-right corner is labeled with the symbol '1/4'.

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
[illegible]

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are 10 small circles arranged in a vertical column on the left side. To the right of the box, there is a small fraction  $\frac{1}{4}$ .

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$
$$\begin{array}{c} \pm \\ \pm \\ \pm \\ \pm \\ | \end{array}$$

The diagram consists of a rectangular box formed by a series of vertical lines. The top-left corner is labeled 'E' and the bottom-left corner is labeled 'E'. The top-right corner is labeled '»' and the bottom-right corner is labeled '1/4'. The box is empty, with no internal lines or text.

The diagram consists of a large rectangle. Inside the rectangle, there is a grid of small circles. The top-left corner of the rectangle is labeled with the symbol 'É'. The top-right corner is labeled with the symbol '»'. The bottom-left corner is labeled with the symbol 'É'. The bottom-right corner is labeled with the symbol '1/4'.

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ i \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

The diagram consists of a large rectangle filled with a grid of small circles. The top-left corner is labeled 'É' and the top-right corner is labeled '»'. The bottom-left corner is labeled 'É' and the bottom-right corner is labeled '1/4'.

## Sheet1

$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{1} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \dot{I} \\ \pm \\ \pm \\ \pm \\ \pm \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \mid \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ i \end{matrix}$$
$$\begin{matrix} \pm \\ \pm \\ \pm \\ \pm \\ \vdots \end{matrix}$$

Diagram illustrating a rectangular box with a double arrow pointing right at the top and a double arrow pointing left at the bottom. Inside the box, there are two vertical columns of circles. The left column has 10 circles, and the right column has 10 circles. The circles are arranged in a grid-like pattern, with the left column on the left and the right column on the right. The top and bottom arrows are labeled with 'E' and '1/4' respectively.

The diagram consists of a rectangular frame formed by 10 vertical lines and 10 horizontal lines. The top-left corner is labeled 'E' and the bottom-left corner is labeled 'E'. The top-right corner is labeled '»' and the bottom-right corner is labeled '1/4'.



|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|-----|
| í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | »   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
|   |   |   |   |   |   |   |   |   | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | ± | 0   |
| í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | í | 1/4 |

/XG\M~

PRESS ENTER-KEY TO CONTINUE

PRESS ENTER KEY TO CONTINUE

/XR~

2

/REA1.BT20~{Home}/C219~BT20~{Goto}BT20~/CSCREENN~HOME~/XCPRESS.ENTER.KEY~  
 /CSCREENO~HOME~/XCPRESS.ENTER.KEY~  
 /CSCREENP~HOME~/XCPRESS.ENTER.KEY~  
 /CSCREENQ~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNA~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENR~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNB~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENS~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNC~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENT~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRND~WINDOW~/XCPRESS.ENTER.KEY~  
 /REWINDOW~/CSCREENU~HOME~/XCPRESS.ENTER.KEY~  
 /CSCREENV~HOME~  
 /CSCRNE~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENW~HOME~  
 /CSCRNF~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCRNG~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENY~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNH~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCRNI~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENAA~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNJ~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENAB~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNK~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCRNL~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCRNM~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENAE~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNN~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENAF~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNO~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCRNP~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCREENAH~HOME~/XCPRESS.ENTER.KEY~  
 /CSCRNQ~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCRNR~WINDOW~/XCPRESS.ENTER.KEY~  
 /CSCRNS~WINDOW~  
 /XMSPACE1~  
 /XGMSPACE1~