

20	37	84	42
58 There are 52	25 two 36	36 hard 30	30 problems 21
34	63	59	10
34	63	59	10
70 in Computer 26	26 Science: 7	7 cache 77	77 invalidation, 40
28	89	98	25
28	89	86	25
44 naming 16	91 things, 64	64 off-by-1 88	88 errors. 11
69	50	32	87

A 10x10 grid of the number 1. The numbers are arranged in a regular, repeating pattern, filling the entire grid. Each number is a simple, bold, black digit '1' on a white background. The grid is composed of 10 rows and 10 columns, totaling 100 '1's.

22	82	87	39
There	are	two	ways
26	47	18	46
13	11	72	74
13	11	72	74
to	write	error-free	programs;
73	43	61	4
83	67	44	49
83	79	44	64
the	third	one	works.
37	36	76	63
58	28	52	38

[illegible]

77	15	14	73
The	great	thing	about
76	34	65	54
96	34	59	45
TCP	jokes	is	that
57	64	13	25
57	49	13	25
you	always	get	them.
8	78	27	22

A repeating pattern of the number 3 in a grid. The number 3 is rendered in a bold, black, sans-serif font. It is arranged in a staggered grid pattern, with each 3 positioned in the center of a square cell. The 3s are oriented horizontally, with the top curve facing upwards. The pattern is consistent across the entire image, creating a seamless, repeating texture.

82	32	45	88
1	know	a	joke
23	12	15	53
23	21	15	53
about	UDP,	but	you
9	44	41	86
6	44	14	98
might	not	get	it.
79	33	56	30

A repeating pattern of the number 4 arranged in a grid. The numbers are black, bold, and slanted to the right. They are organized into 10 vertical columns and 10 horizontal rows, creating a uniform, tessellated effect. Each number is slightly offset from the others to form a continuous, interlocking pattern.

78	6	2	89
74 If	71 Java	77 had	14 true
29	25	75	35
68 garbage	79 collection,	42 most	52 programs
51	38	56	44
15 would	38 delete	56 themselves	44 automatically.
31	23	4	3
30	54	27	28

A repeating pattern of the number 5 in a grid. The number 5 is rendered in a bold, black, sans-serif font. It is arranged in a staggered grid where each 5 is positioned between four other 5s, creating a continuous, interlocking visual effect. The pattern is uniform and repeats across the entire image.

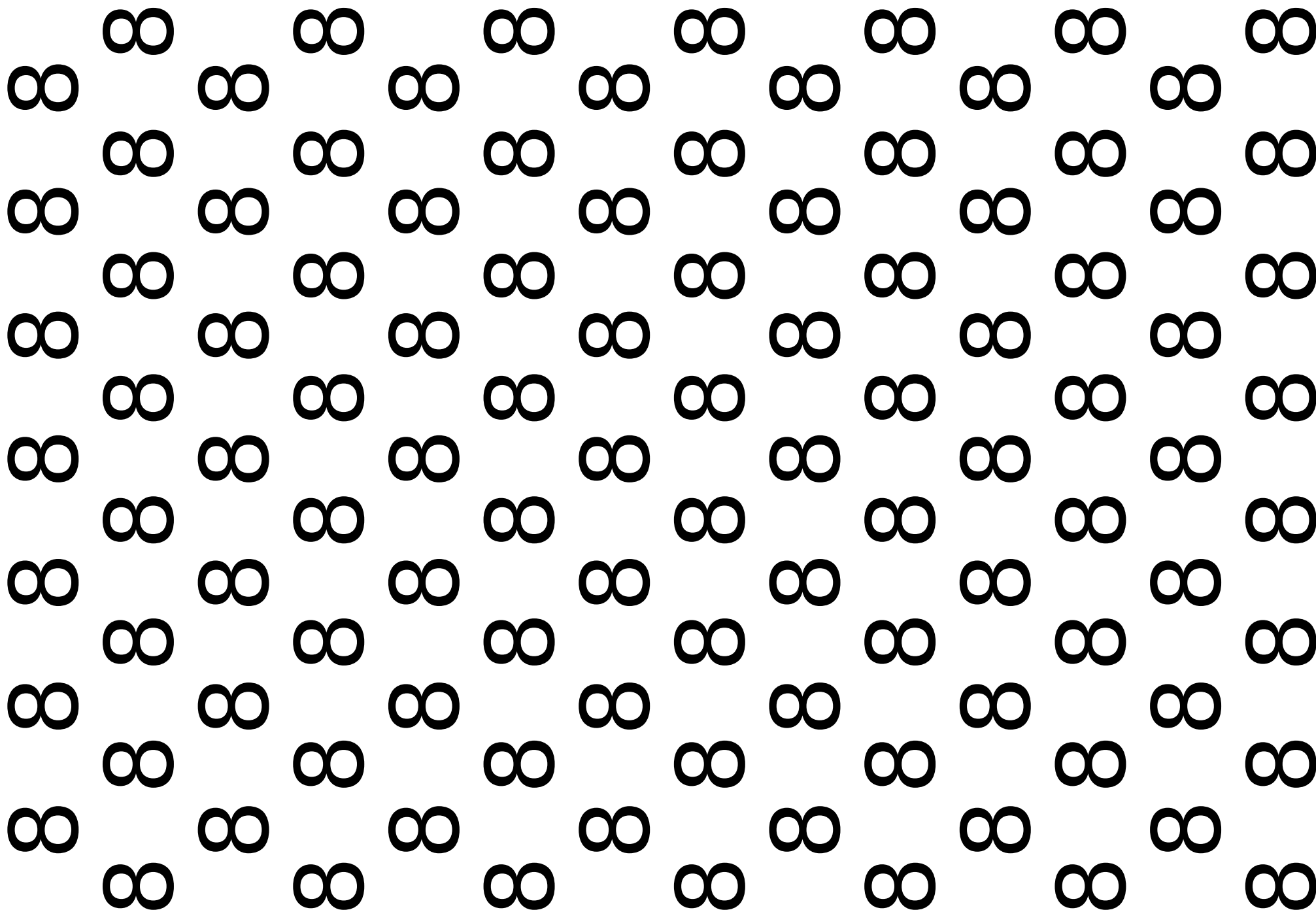
54	55	58	41
12 You 45	can 56	write 52	software 4
6	83	25	26
9 without 28	even 82	realising 16	that 91
73	13	25	26
87	79	35	10
20 you 67	are 62	doing 39	maths. 33
14	74	30	57

A repeating pattern of the number 6 arranged in a grid. The numbers are black and set in a bold, sans-serif typeface. They are organized into a regular grid of approximately 10 columns and 10 rows, with a small offset between the columns. The pattern is solid and repeats across the entire image area.

25	84	3	15
35 Programs 24	24 must be 16	16 written 54	54 for 85
6	37	63	67
9	37	63	79
10 people 57	57 to read, 78	78 and only 44	44 incidentally 82
53	70	73	80
53	70	73	80
34 for 58	58 machines 86	86 to 74	74 execute. 60
55	47	71	56

A decorative graphic consisting of a grid of slanted black lines. The lines are arranged in 10 rows and 10 columns, forming a pattern of '7' shapes. Each '7' is formed by a horizontal line and a vertical line, with the vertical line slanted to the right. The lines are black and have a consistent thickness. The overall effect is a dense, rhythmic pattern of geometric shapes.

47	84	62	29	month	24	50	31	29	55
	A					in		the	
	46			12		35		14	
2	94	65	59	frequently	1	35	75	41	51
	lab				1	saves		an	
	88			41		10		74	
3	88	48	84	in	58	10	22	74	49
	hour					the		library.	
	69			70		63		78	



18	13	14	9
Whether	Machines	Can	Think
28	56	62	48
10	53	69	83
10	53	59	83
is	as	relevant	as
49	23	89	5
1	76	21	72
1	76	21	72
whether	Submarines	Can	Swim.
81	29	19	35
38	44	74	45

