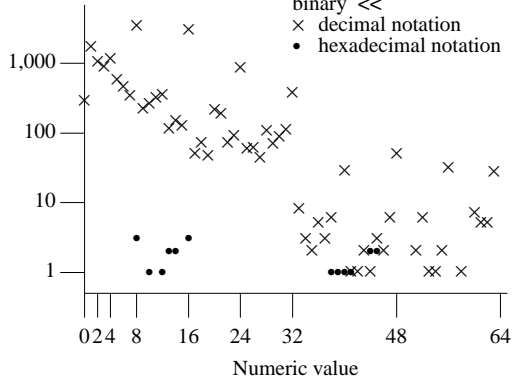


Occurrences

binary <<  
× decimal notation  
• hexadecimal notation



binary >>

