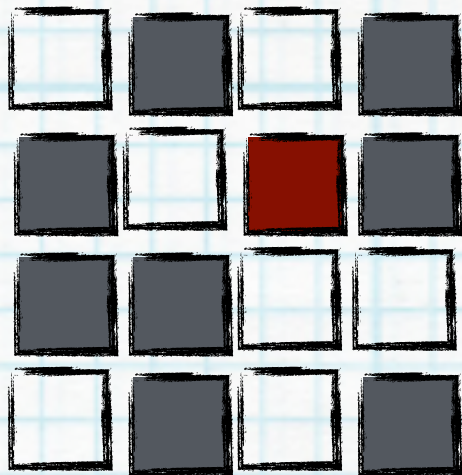


# Knoop

programmegeheugen



⊕



challenge / nonce

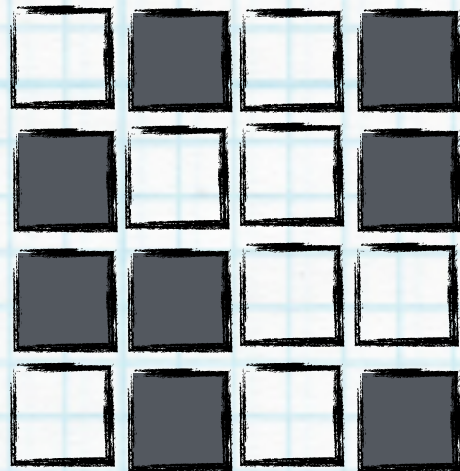


checksum



# Vaststeller

programma.hex



⊕



⊖

