



A grid of 1000 asterisks arranged in a 32x32 pattern. The grid is composed of 32 rows and 32 columns of asterisks (\*). The grid is centered on a white background.

The image shows a large grid of binary digits (0s and 1s) arranged in a specific pattern. The grid is organized into vertical columns, each corresponding to a character in the string "SXDS". The characters are positioned at the top of their respective columns. The binary values in the grid range from 00000000000000000000000000000000 to 11111111111111111111111111111111. The grid is composed of small black squares on a white background.







The image shows a wide horizontal band of binary data. It features a repeating sequence where a 6x6 block of zeros is followed by a single one. This sequence is repeated across the entire width of the image. The '1' is located at the bottom center of the repeating unit.

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A large letter 'D' is formed by a grid of characters. The grid consists of approximately 20 columns and 20 rows. The characters used are asterisks (\*) and commas (,). The letter is formed by placing asterisks in specific grid positions and leaving the rest as commas. The 'D' is oriented vertically, with its top horizontal bar at the top of the grid, its vertical bar on the left side, and its bottom horizontal bar at the bottom of the grid.







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A 2D grid of asterisks (\*). The letter 'Q' is located at [618, 11], 'K' at [818, 141], and 'D' at [318, 661].

File - Game

File - Game

Oilich kuchi: 20

Ball • 1

Xazinai: 10

Oilich kuchi: 20

Ball • 1

Xazina: 10

A large square grid composed entirely of asterisk (\*) characters. The grid is approximately 800 units wide and 800 units high, creating a uniform pattern of small squares across the entire area.



File - Game

[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
0'nga(1) yoki chappa(-1), joyida turish(0): 1  
Pastga(1) yoki yuqoriga(-1), joyida turish(0): 0  
0'yinchining joni: 100  
Qilich kuchi: 0  
Ball: 2  
Xazina: 10  
0'yinchining joni: 100  
Qilich kuchi: 20  
Ball: 2  
Xazina: 10  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]  
[ '\*' , '\*' , '\*' , '\*' , '\*' , '\*' , '\*' ]

$\begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \end{bmatrix} \begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \end{bmatrix} = \begin{bmatrix} P & Q \\ R & S \end{bmatrix}$

$\begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \end{bmatrix} \begin{bmatrix} * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \\ * & * & * & * & * \end{bmatrix} = \begin{bmatrix} D & E \\ F & G \end{bmatrix}$

File - Game







A 10x10 grid of asterisks (\*). The letters 'D' and 'D' are placed at positions (5,5) and (9,5) respectively.





File - Game





File - Game

The image shows a large square grid composed of black asterisks (\*). The grid is organized into several nested rectangular frames defined by brackets [ and ]. The outermost frame is a large square with brackets at each corner. Inside this are four L-shaped brackets forming a cross shape. Further inward are two more L-shaped brackets, and finally, a small square in the center with brackets at each corner. The entire pattern is rendered in black on a white background.





The image shows a large, symmetrical pattern composed of asterisks (\*). The pattern is organized into several concentric layers. The outermost layer consists of a single row of asterisks. Moving inward, there are layers defined by square brackets [ ]. The first inner layer has brackets at the top and bottom, with a single asterisk in the center. Subsequent layers have brackets at the top and bottom, with two asterisks in the center, three asterisks, four asterisks, and so on, until the very center which contains a single asterisk. The entire pattern is centered on the page.



The image consists of a large grid of characters. The vast majority of the characters are asterisks (\*). There are several instances of the letter 'D' scattered across the grid, and one instance of the letter 'P' located in the upper right quadrant.



The image shows a large, symmetrical pattern composed of asterisks (\*). The pattern is organized into several concentric layers. At the center is a single asterisk. Moving outwards, there are layers of brackets [ and ]. Each layer contains a sequence of asterisks that tapers towards the center. The pattern is perfectly centered and has a clean, geometric appearance.



A grid pattern consisting of a large number of asterisks ('\*') arranged in a regular grid. Interspersed among the asterisks are several square brackets ('[' and ']') and the letter 'D'. The brackets and 'D' are distributed such that they do not form any closed rectangles or squares, but rather appear as individual elements within the overall asterisk grid.



The image shows a 16x16 grid of dashed lines. The lines are black on a white background. They form a large asterisk shape where the lines radiate from the center to the edges. The grid consists of 256 small squares, each defined by four dashed lines. The overall pattern is a large, hollow asterisk shape.





File - Game

File - Game

File - Game



File - Game





$0' \text{nga}(1) \text{ yoki chappa}(-1), \text{ joyida turish}(0): 0$   
 $\text{Pastga}(1) \text{ yoki yuqoriga}(-1), \text{ joyida turish}(0): 1$   
 $[ \begin{matrix} * & * & * & * & * & * & * & * & P & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \\ * & * & * & * & * & * & * & * & * & * \end{matrix} ]$   
 $SX'$

File - Game

A grid of characters where every character is an asterisk (\*). In the center of the grid, there is a single letter 'D'.



The image consists of a 10x10 grid of dashed rectangular boxes. Each box contains a single uppercase letter. The letters are arranged as follows: Row 1: K, Q, D, D; Row 2: O, A, K, A; Row 3: K, A, K, A; Row 4: A, K, A, K; Row 5: K, A, K, A; Row 6: A, K, A, K; Row 7: K, A, K, A; Row 8: A, K, A, K; Row 9: K, A, K, A; Row 10: A, K, A, K. The letters are rendered in a black sans-serif font.

File - Game

Qilich kuchi: 60  
Ball: 2  
Xazina: 1010

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