```
- Pattern
(1) N=0 - [0]
(2) N=1=21= 2 → take N=0, add 1 in front
\# Step 1: 0 \rightarrow [0,1]
 # Step 2 = 1
3) N= 2 = 2 = 4
Take N=1, add 0 in front, then reverse & add 1 in front
           # Step 2 # Step 3 reverse # Step 4:
                                          Append
# Step 1
            Add o're
                             11
                                         00,01,11,10
    00
             10
                             10
    01
             11
AN=3=23=8
Take N=2, add 0 in front, then reverse & add 190 front
              # step; odd 1 # step 3: reverse
# Step 1: 0dd 0
                  100
                                 110
 000
                                 111
                  101
 001
                                 101
 011
                  111
                                 100
 010
                 110
# Step 4: Append
 [000,001,011,010,110,111,101,100]
# Problem if we don't revouse the Order
  [000,001,011,010,100,101,111,110]
       The first & Last Number differ by a bit,
        They should only differ by one bit
```

N=4= 24= 16 Take N=3, add 0 in front, then reverse & add 1 in front # reverse order # Step 2: 000 1 #Step 1: add 0 1 111 0 100 # Step 4: Append

1100, 1101, 1111, 1110, 1010, 1011, 1001, 1000]

Idea

* Add 0 & 1 in front of bit, will make them differ by

* Reversing the Order of bits, will handle the difference of first & Last bit