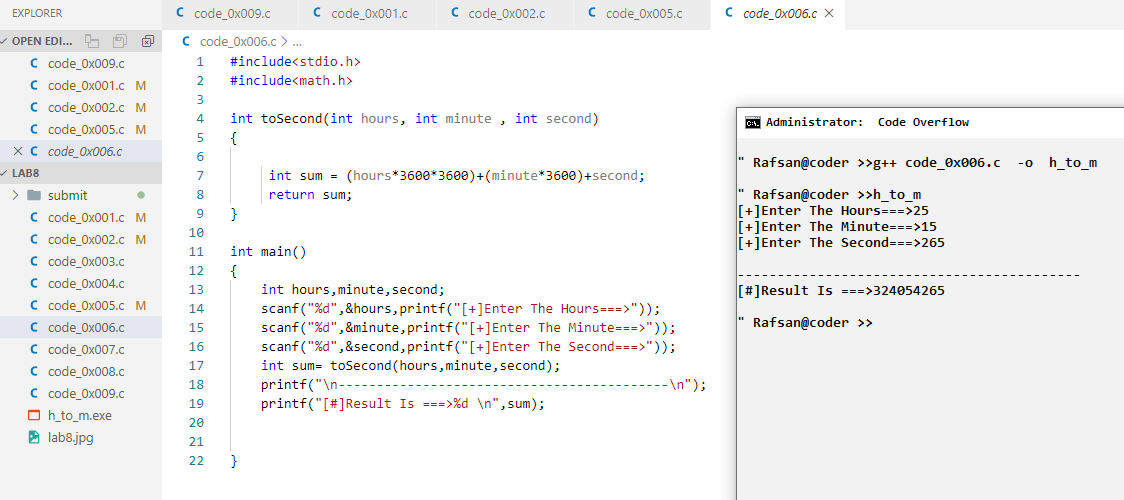
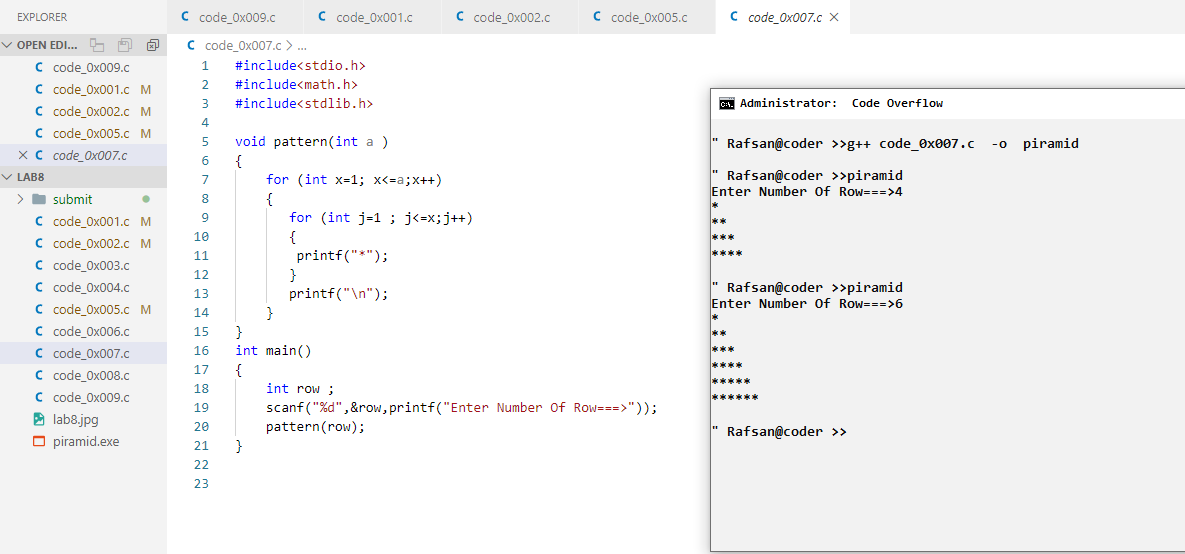


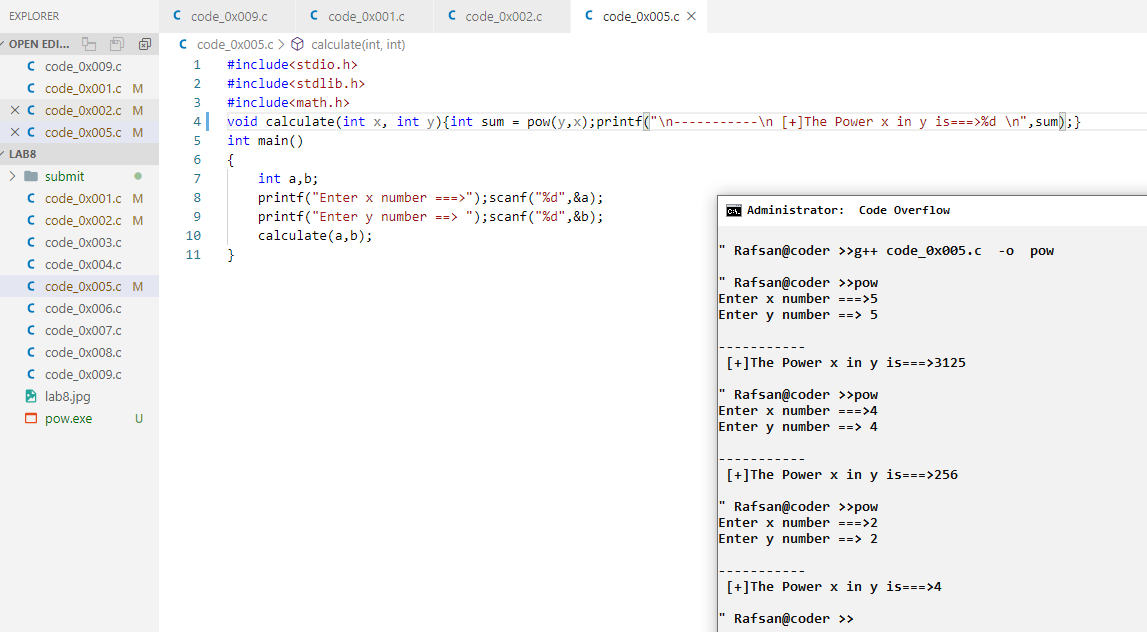
**Area >> code\_0x002.c**



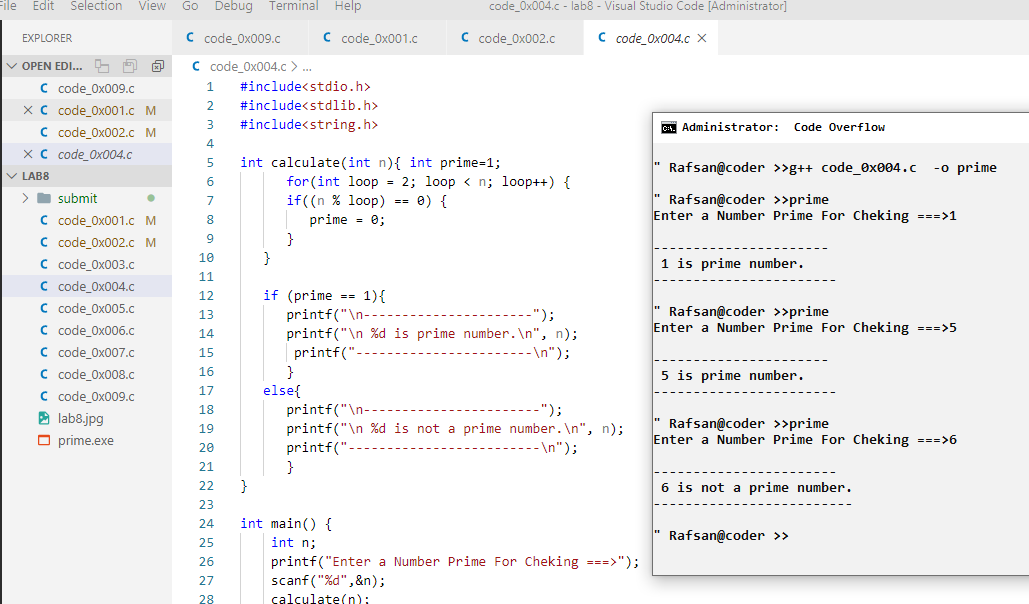
**Hours\_to\_minute >> code\_0x006.c**



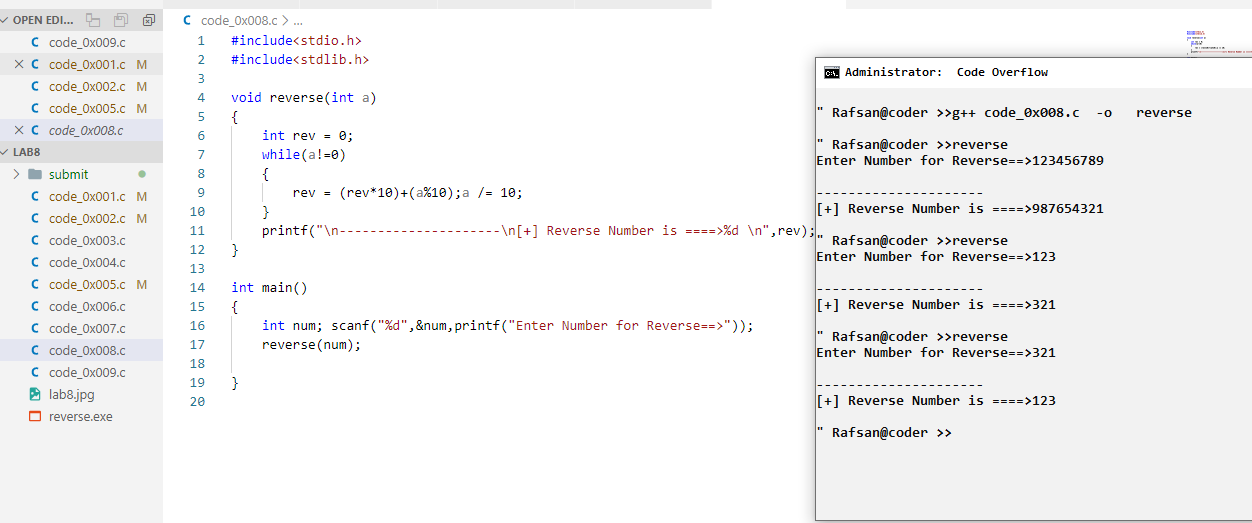
**Piramid >> code\_0x007.c**



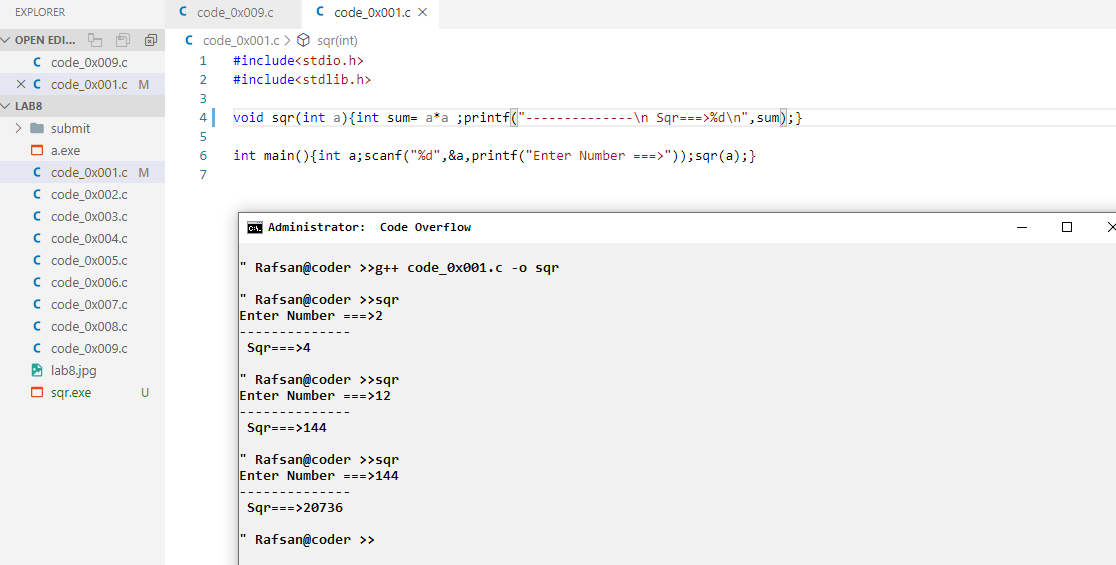
**Pow >> code\_0x005.c**



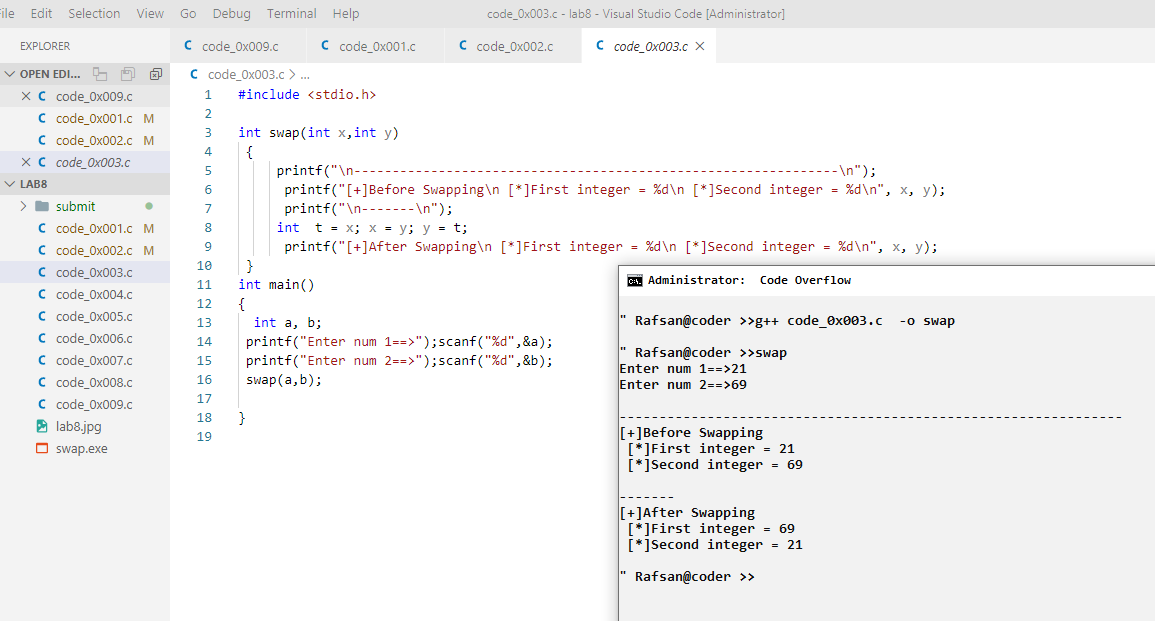
**prime >> code\_0x004.c**



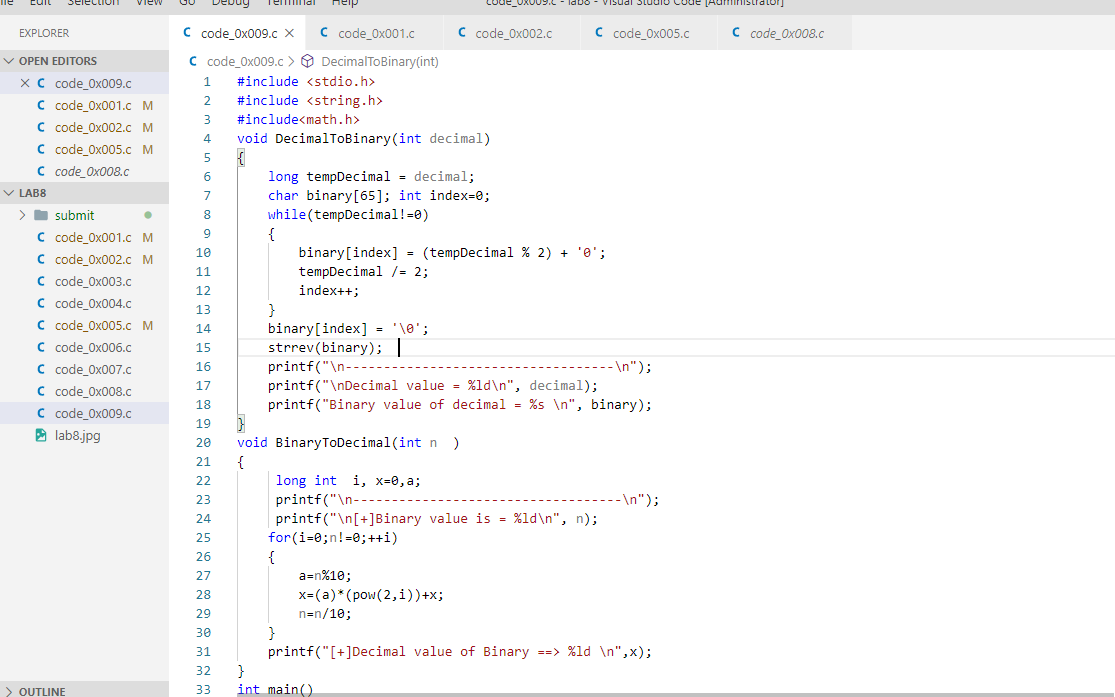
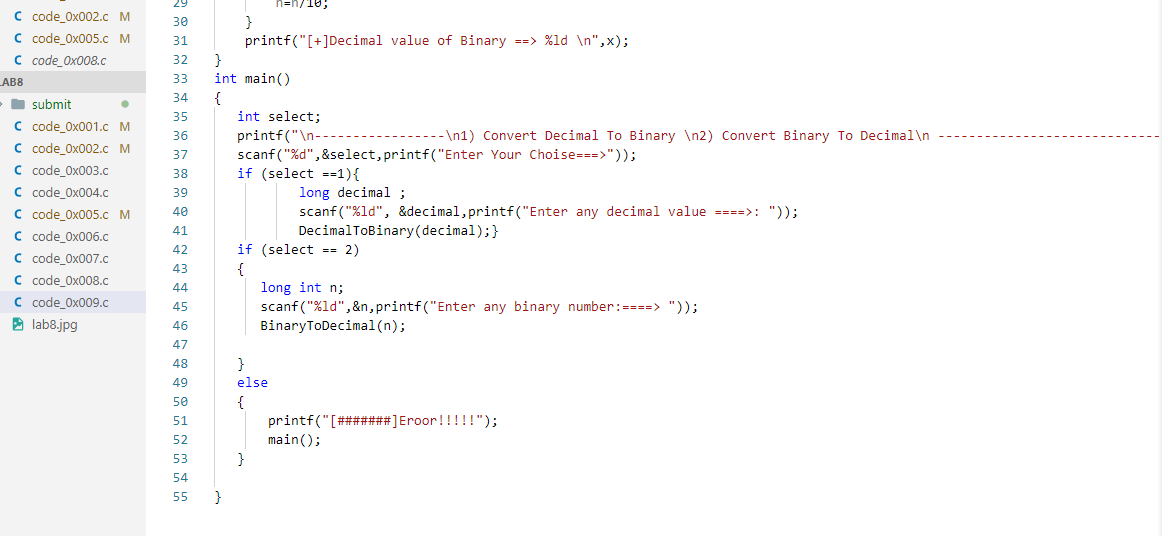
**Reverse >> code\_0x008.c**

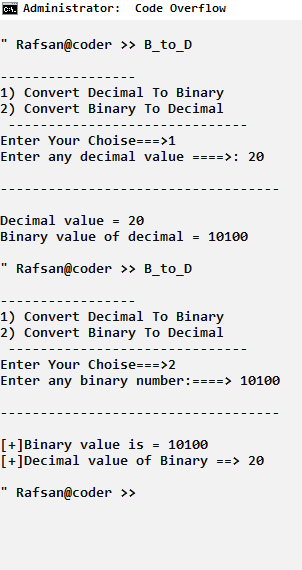


**Sqr >> code\_0x001.c**



**Swap >> code\_0x003.c**





**BinToDec && DecToBin >> code\_0x009.c**