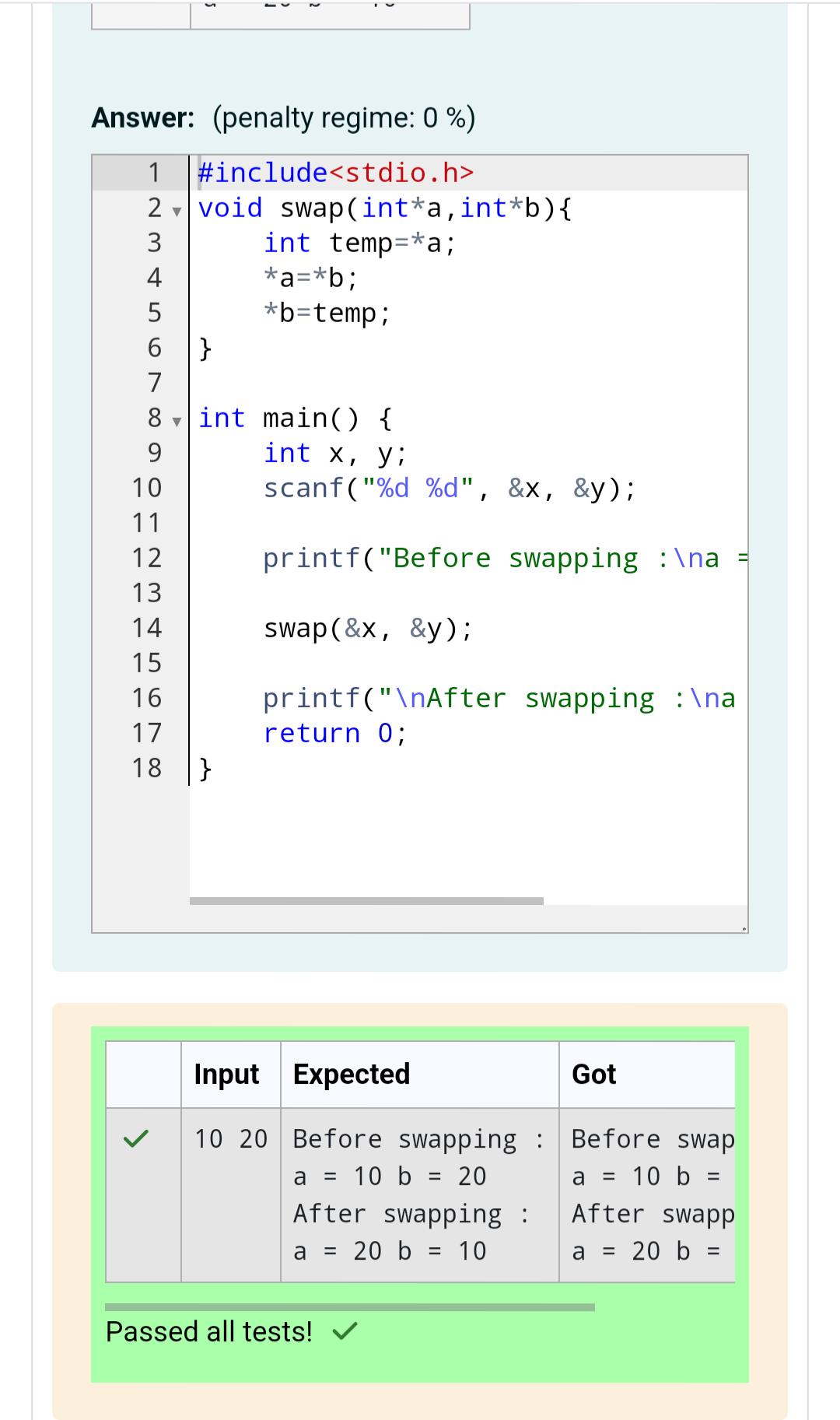
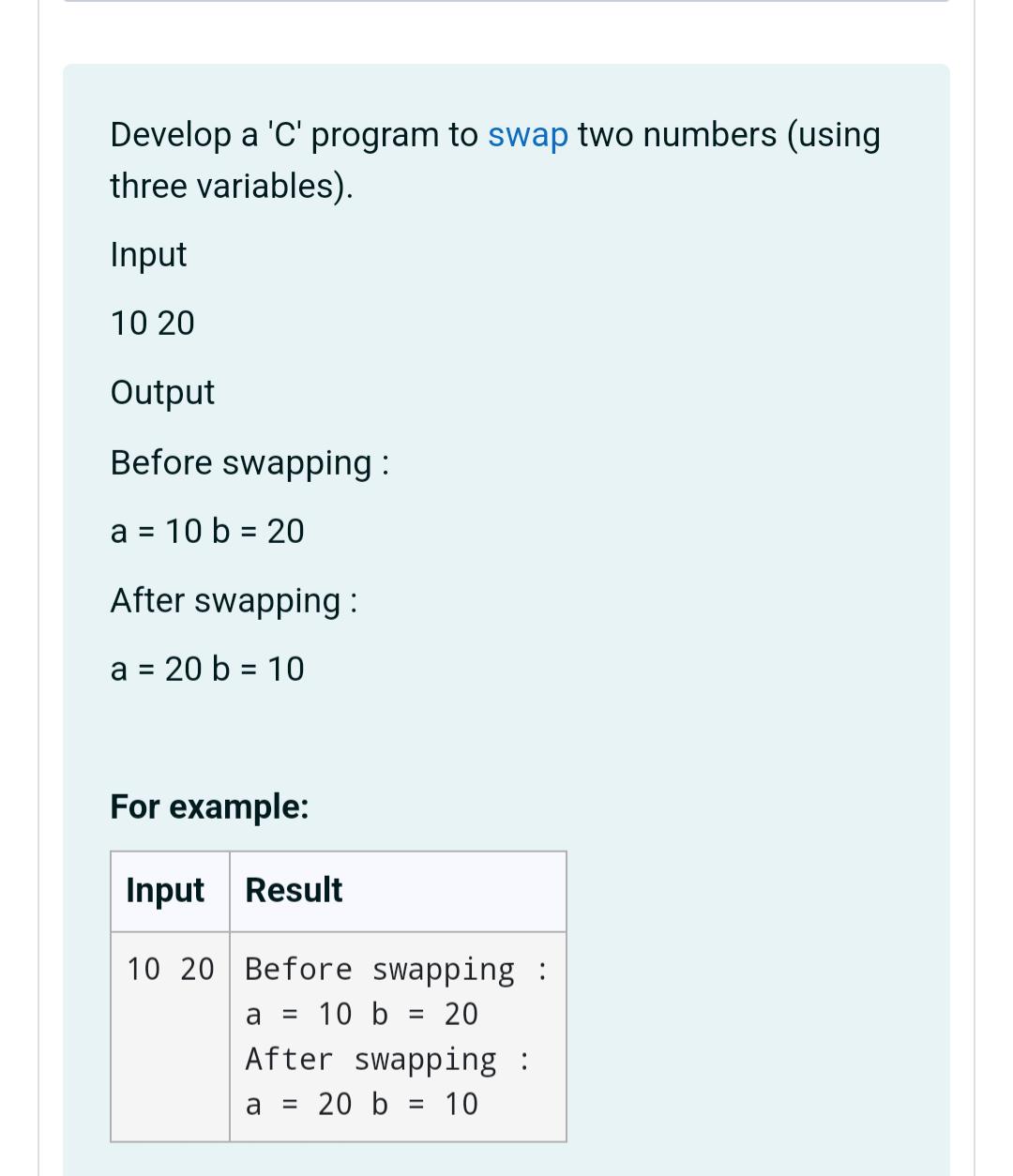
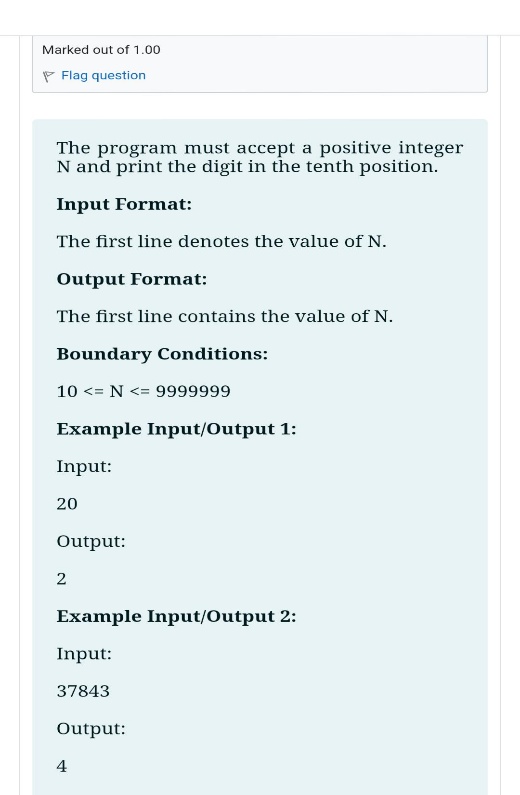
***Swap***

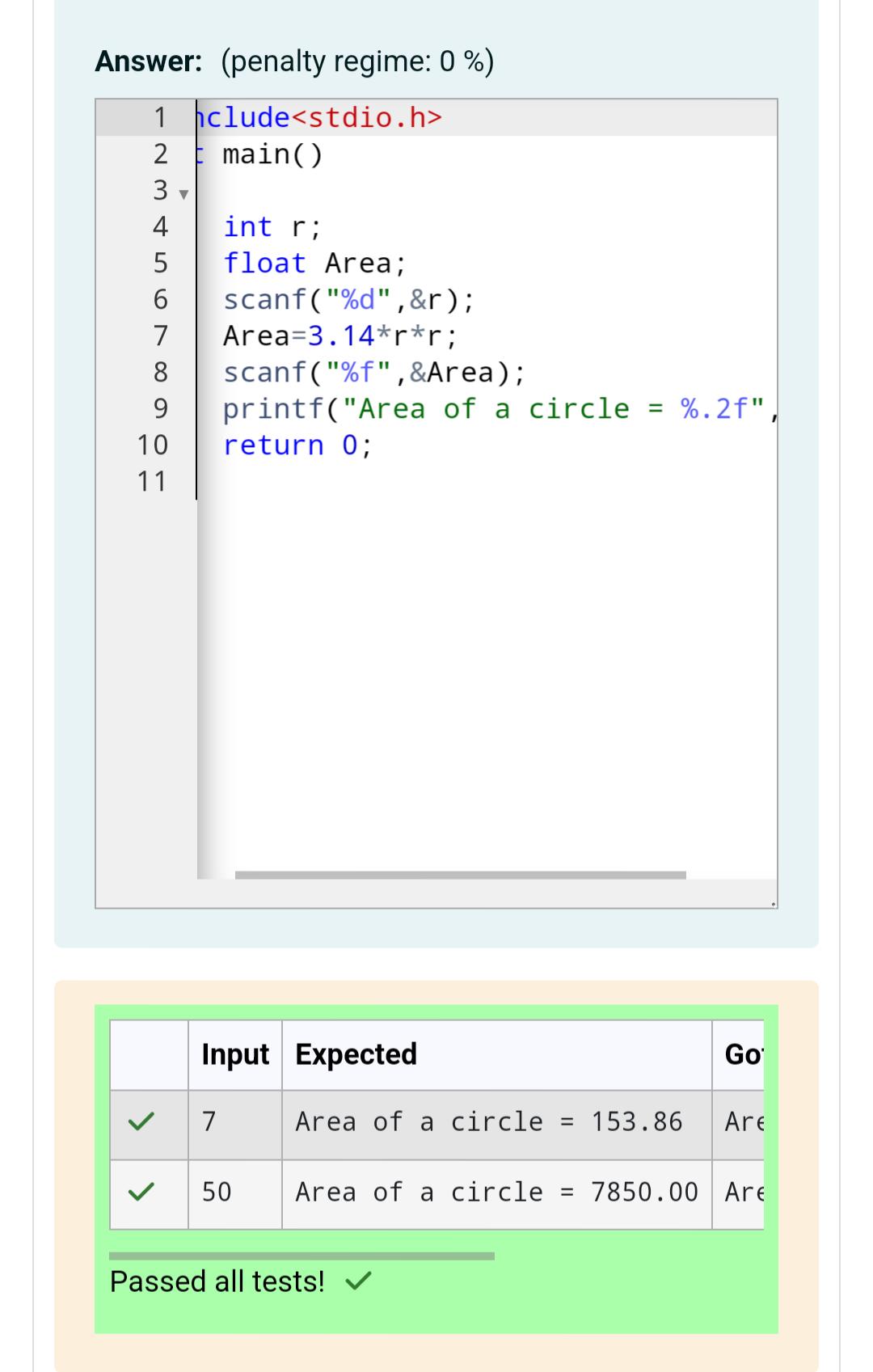
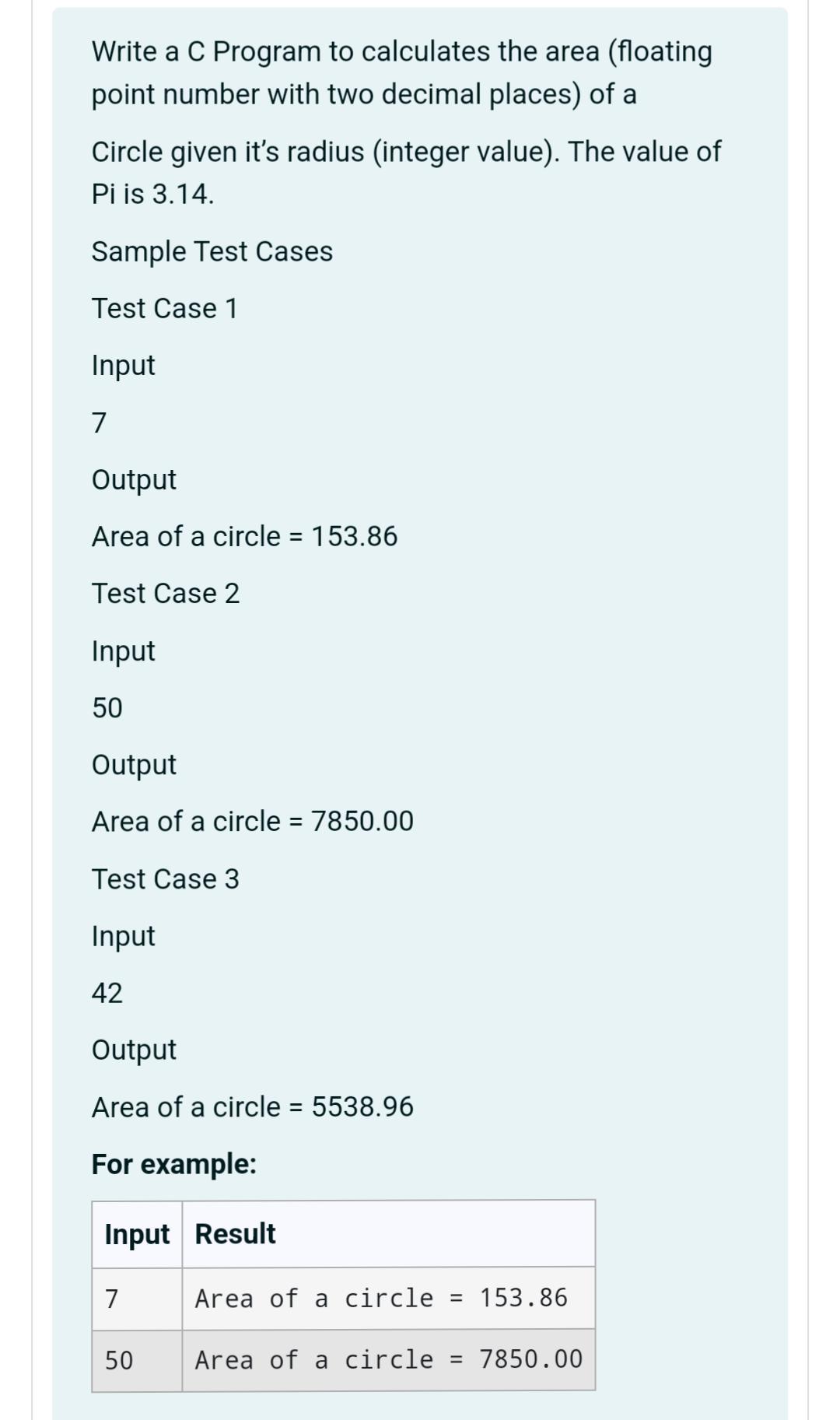
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***//Digits in 10th place***





Calculate the area



ASCII value

