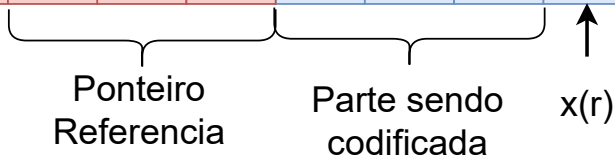
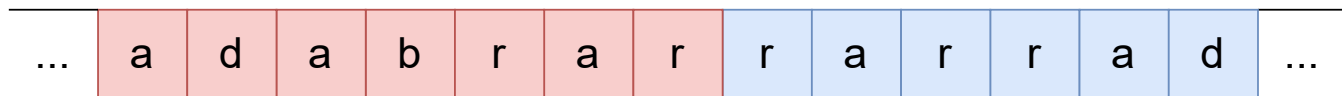
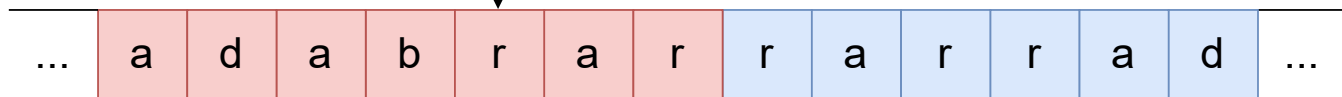


Match Pointer

$p=4$



Ponteiro Referencia para Codificação

$\ell = 3$