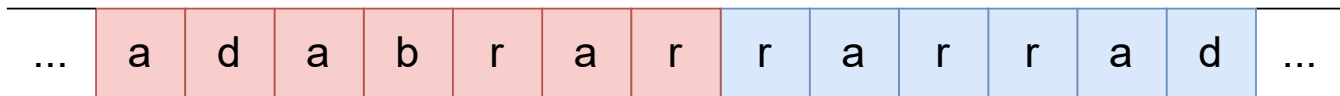
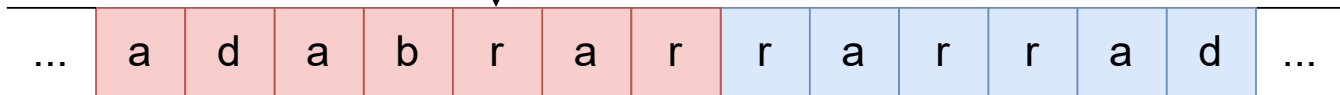


Match Pointer

$p=4$



Ponteiro Referencia para Codificação $e = 3$

Parte sendo codificada

$x(r)$