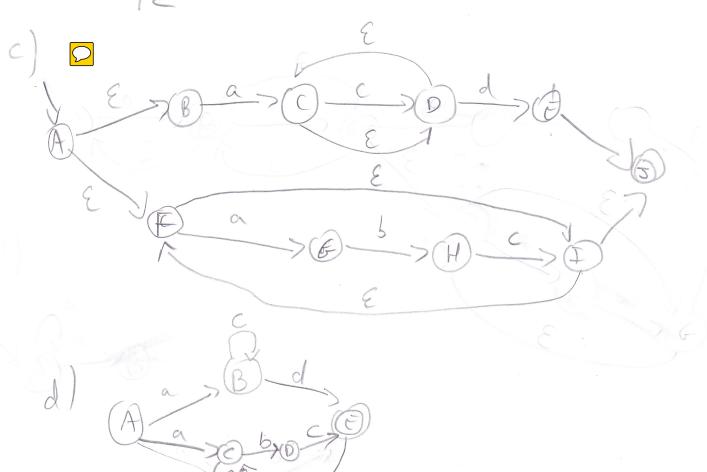
$$l1 = a^{\dagger}(c^{\dagger}d + (bc))$$

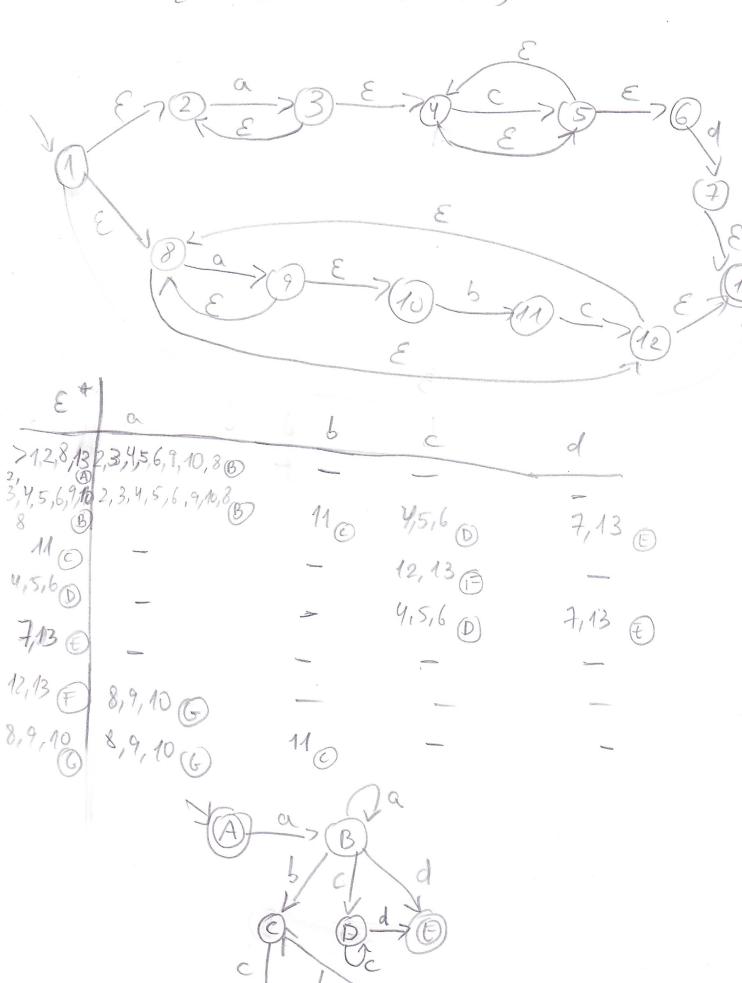
$$l2 = a^{\dagger}c^{\dagger}d + (a^{\dagger}b^{\dagger}c)^{\dagger}$$

$$los = a^{\dagger}c^{\dagger}d + (a^{\dagger}b^{\dagger}c)^{\dagger}$$

a) Nas sai louvelentes, jois jour ter "a" em et

b)
$$A \rightarrow a B$$
 $A \rightarrow a A$
 $B \rightarrow C D$
 $C \rightarrow C C$
 $B \rightarrow C B$
 $C \rightarrow b C C$
 $D \rightarrow b C D$
 $C \rightarrow C C$
 $C \rightarrow C$





Quetao 4 Percursos -> PONTOS Pontos CAMINHOS caminhos & PONTOS? Pr Pontos -> Ponto Ps Lidy Pz Ps -> Ponto Ps fiel & P3 E of CAMINHOS & Py Ponto -> id ('X', Y') fidy 15 X -> mum 3 mm y Ps Y -> mum 3 mum y P2 Comminhas -> Comminho: Cs fill y P8 Cs > Caninho : Cs fid y Pa 18 13 Pro Comminho - > id MAIONES num DIFICULD Crow PASIOS Ids fid 3 PM Ids - id nerto July Par next > 1; id resto 3, 4 18 3.3 By Gran -> FACIL 3 FACILY 1 MEDIO BMEDIOY P16 101FICIL BOIFICILY PA 6) CAMINHOS id PONTOS num FACIL NEDIO Pa Resource Not Tem Panes Pontos 6 de Produsado em Ps Py P2 Shelder Caso de Ponto P5 Silmb Tenuce / Ship P6 Loso noo ha conflictos 1ah so ten un P8 Tomin his elemets en Cada 19 Colula de Tabela, PH duni a granettica 112 EU(1) PAZ

```
C) Void nec-Pointos () }
                           Vall nec_Ps 03
       NC_PONTO ()
                             Shirtch ( Prox wmb) }
     rec_PsO)
                               Care id: NC_Ponto();
                                        ruc_PsO)
                                        break;
Vaid Nec_Ponto 03
                              Come (AMINHOS: break)
                              default: ennoc);
 Sured term (ud)
 nec-Term (C);
 NCXOI
                           nec-Term (Simb eyerodo, simb pox-rimb)
 NC_term (,);
                             il (Prox_rinb = = experced)
nec_40)
                           The ennocs;
 rec_Tem())/
d) Percursor > PONTOS Pontas CAMINHOS canánho
   Pontos -> Pontos Ponto
   Ponto
   Ponto -> id ('x', 'y')
   X -> mun
   Y-) mun
   Communition -> Communition ( Cambilla
        Caminho
  Cambrilo -> 12 MAIONES rum DIFICULD Cran PASSOS Jas
  Ids -> Ids ; id!
    1 id
  Gran -> FACIL
      /MEDIO
       1 DIFICIL
```