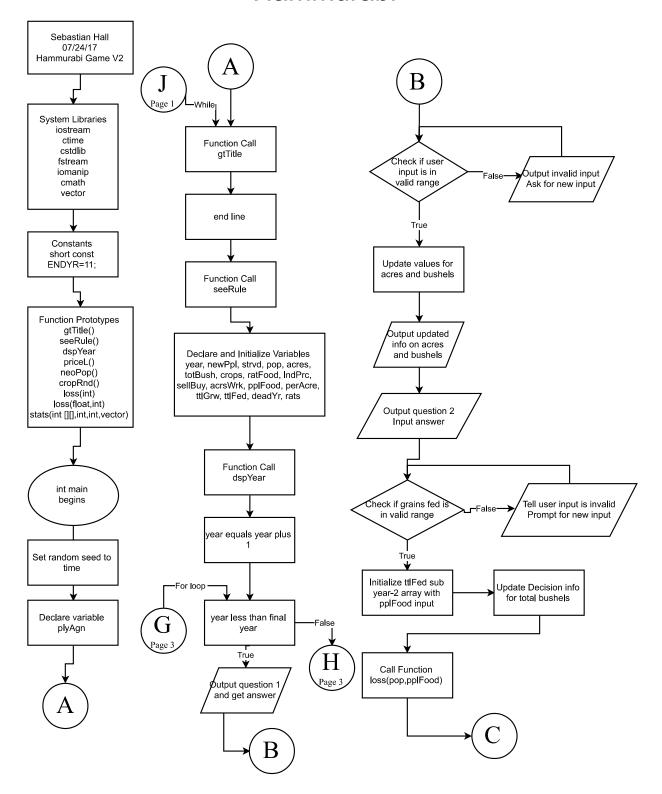
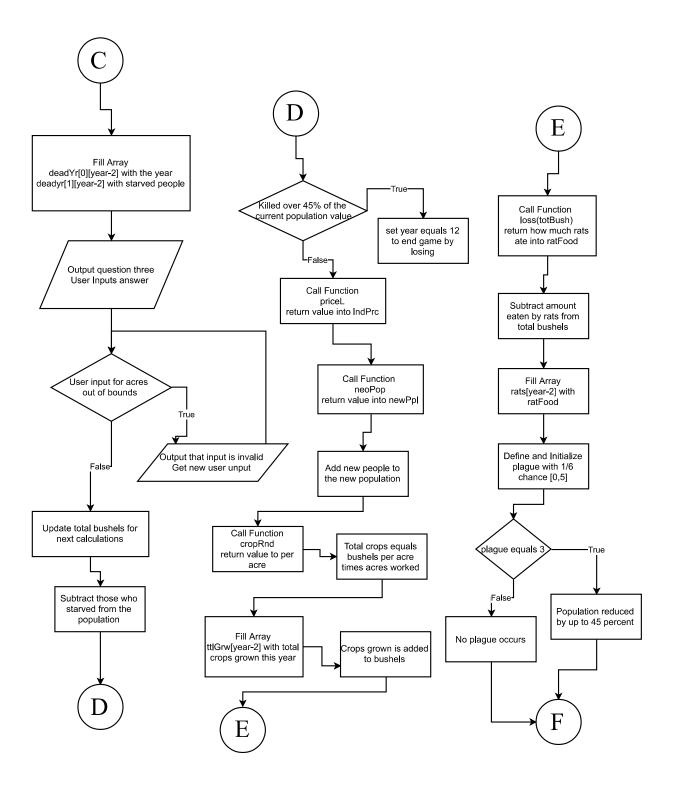
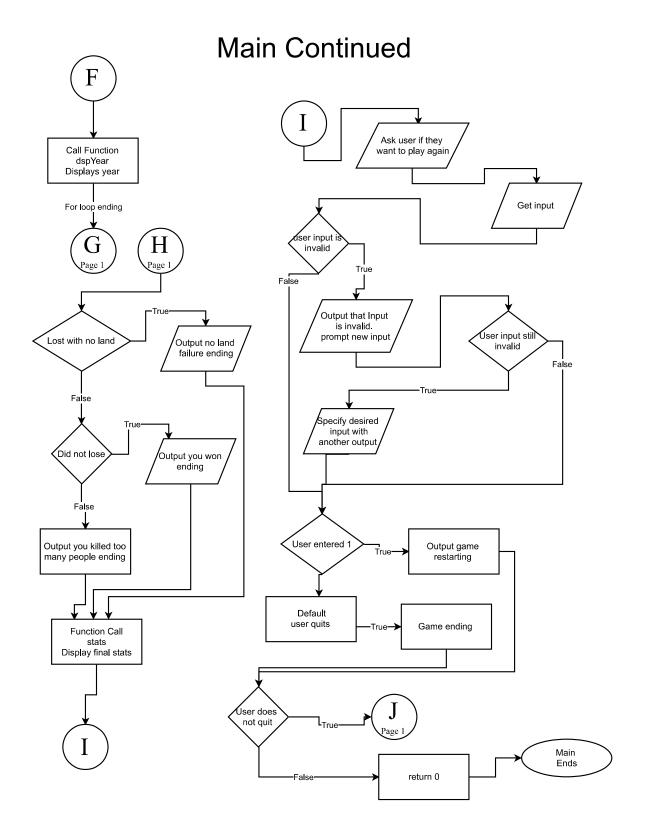
#### Hammurabi

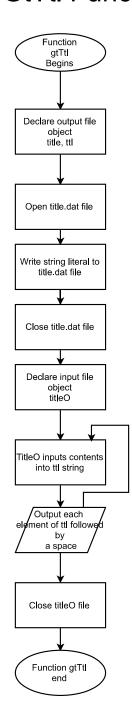


#### Main Continued

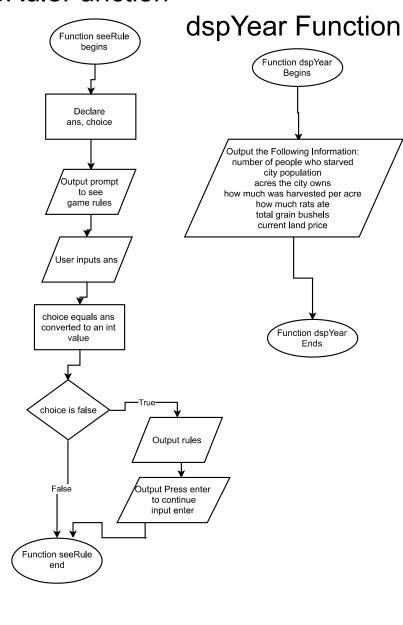




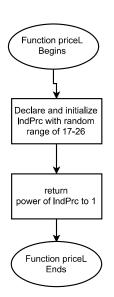
### **GtTtl Function**



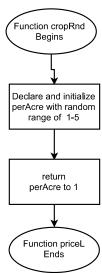
#### seeRuleFunction



## priceL Function

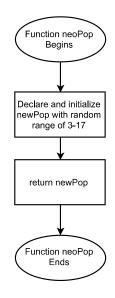


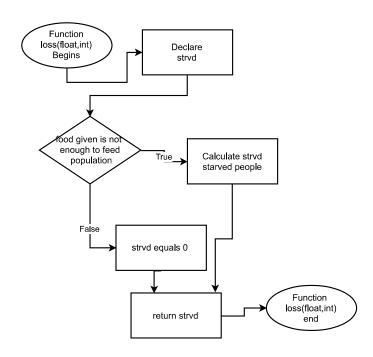
### priceL Function



### neoPop Function

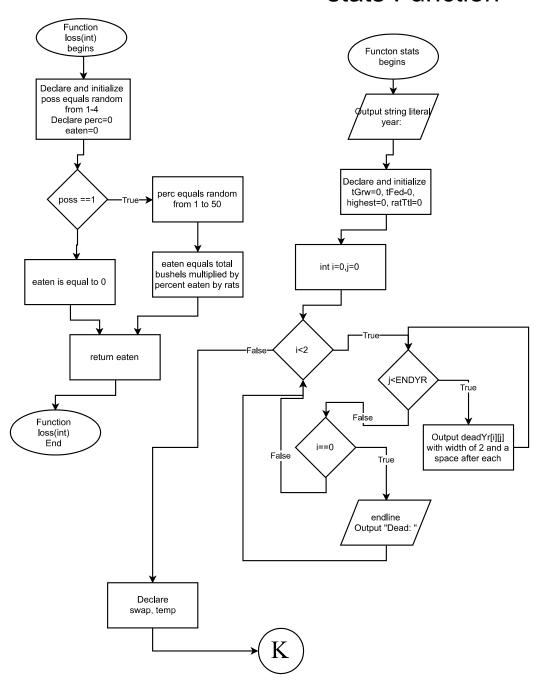
## loss(float,int) Function



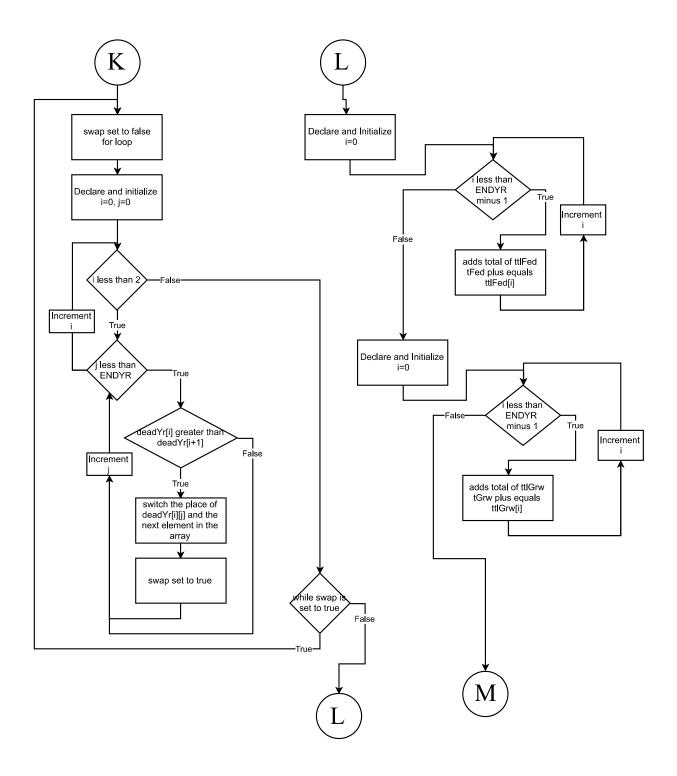


# priceL Function

#### stats Function



# stats Function Continued



# stats Function Continued

