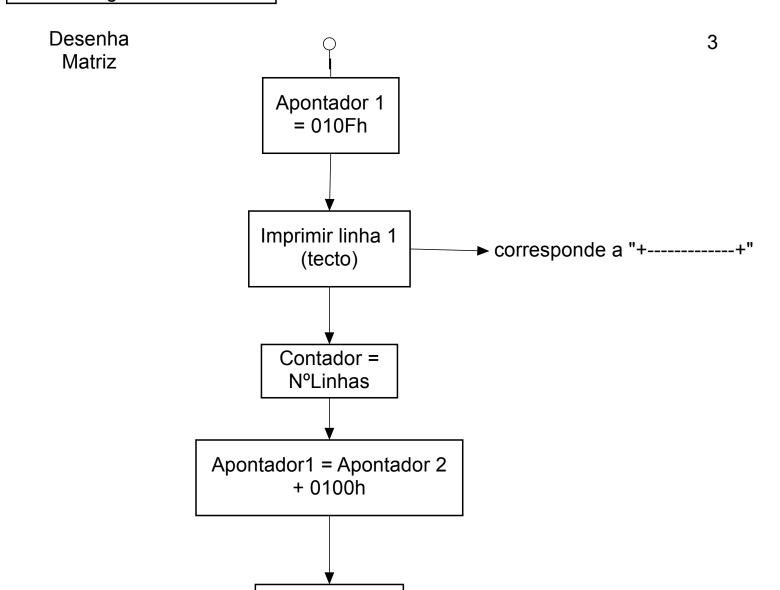


2

Nota: - Apontador 1 -- Apontador 2 - serve para guardar

Doconho

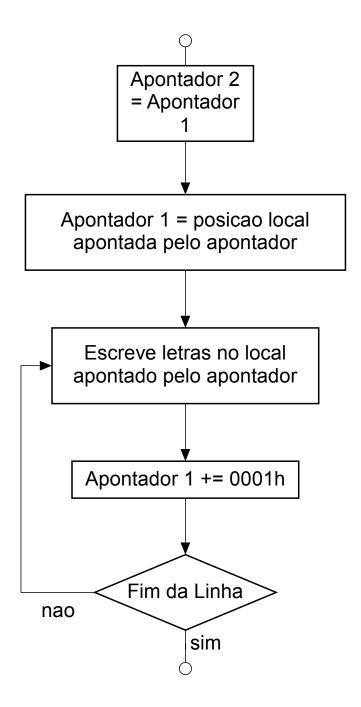
Desenhar Matriz



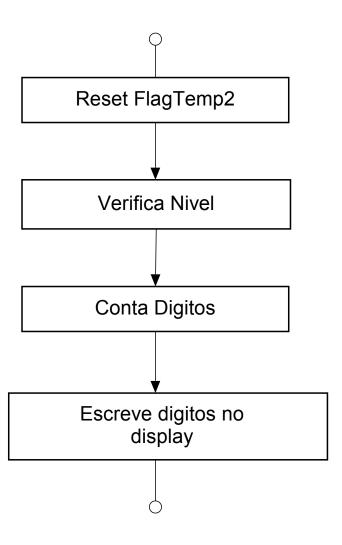
Ciclolinhas

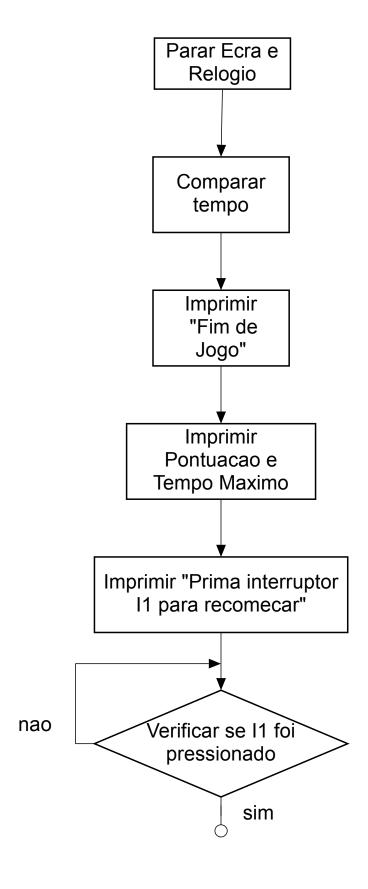
Apontador1=Aponta dor2+0100h

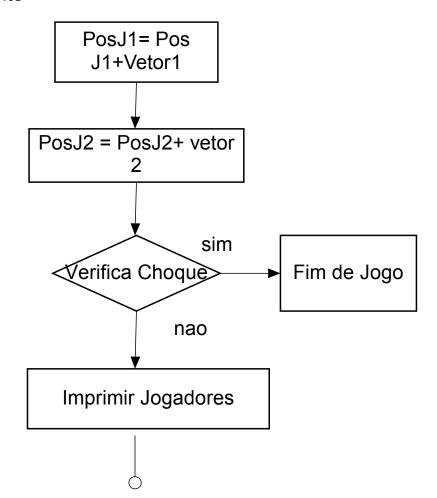
ImprimeTecto



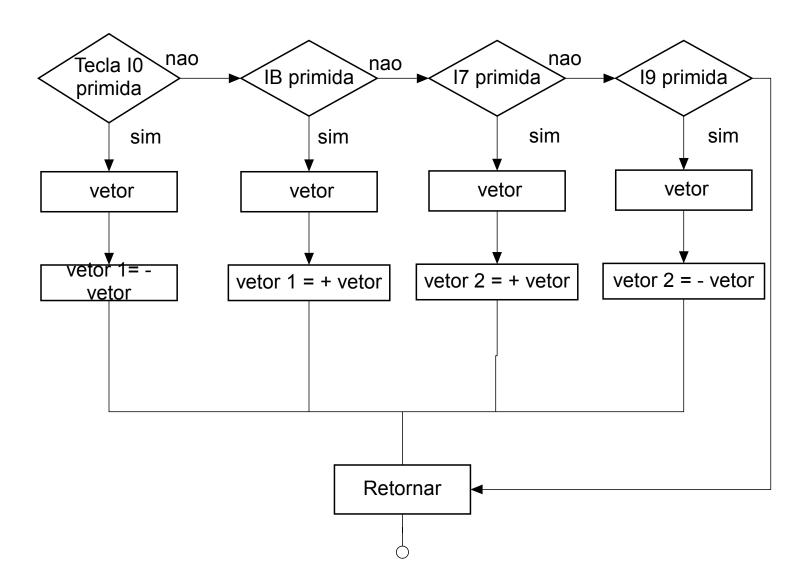
Relogio 5

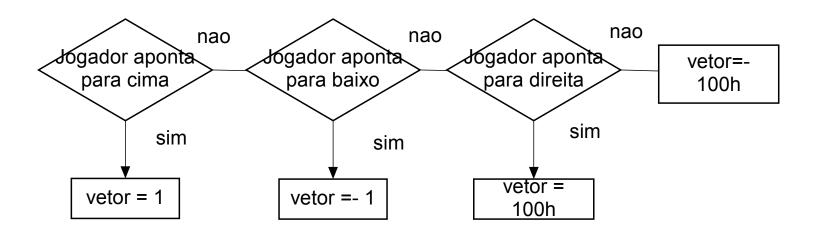






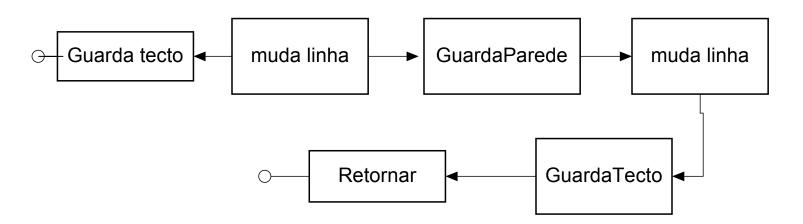
\_



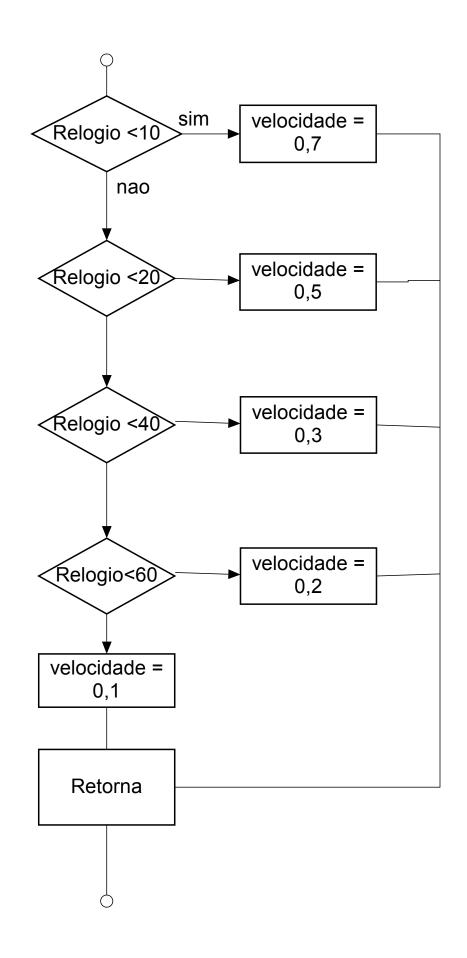


. .

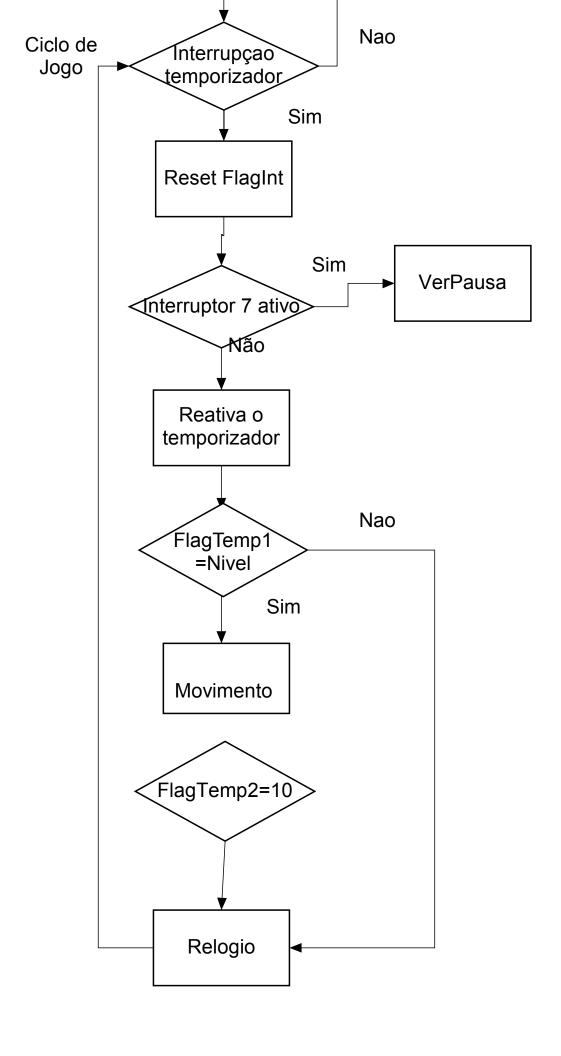
## GuardaMatriz

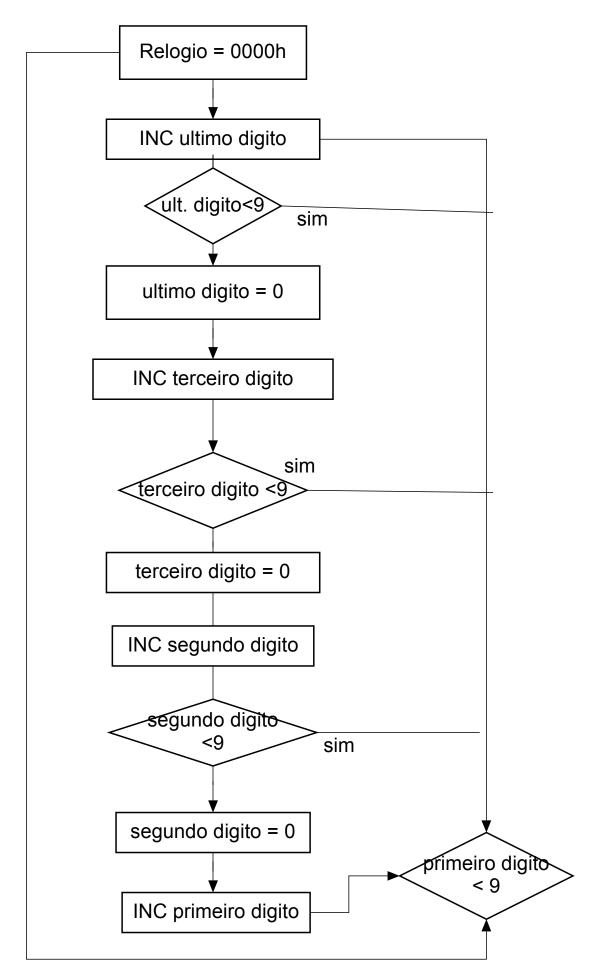


Mudanca de Nivel



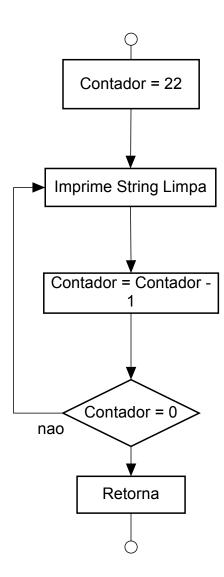
Nao 12



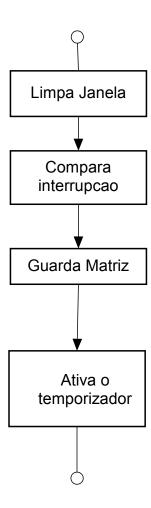


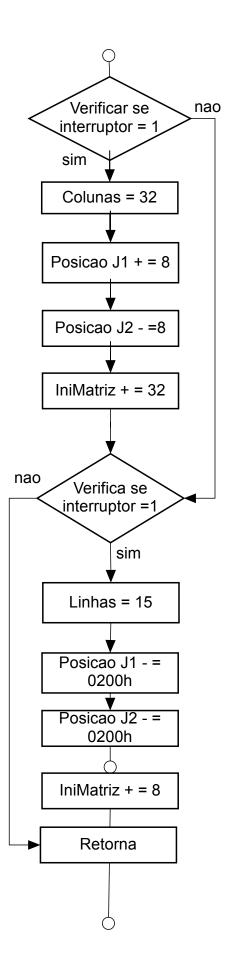
115....

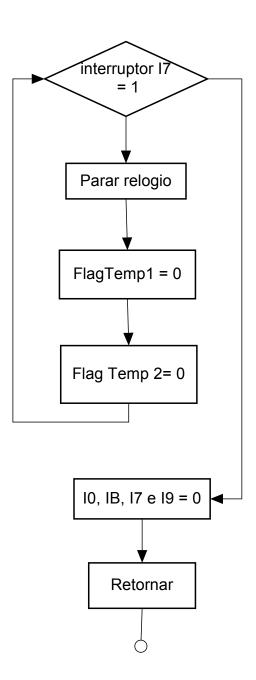
Limpa Janela

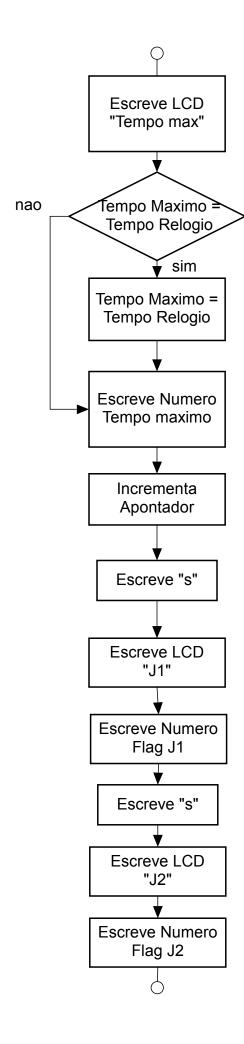


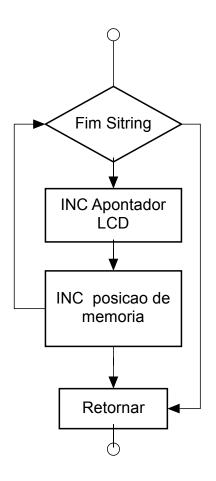
Satisfation II.



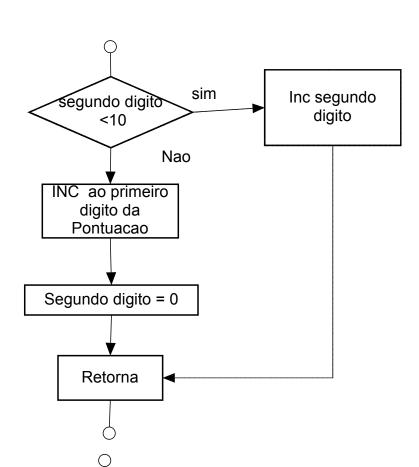


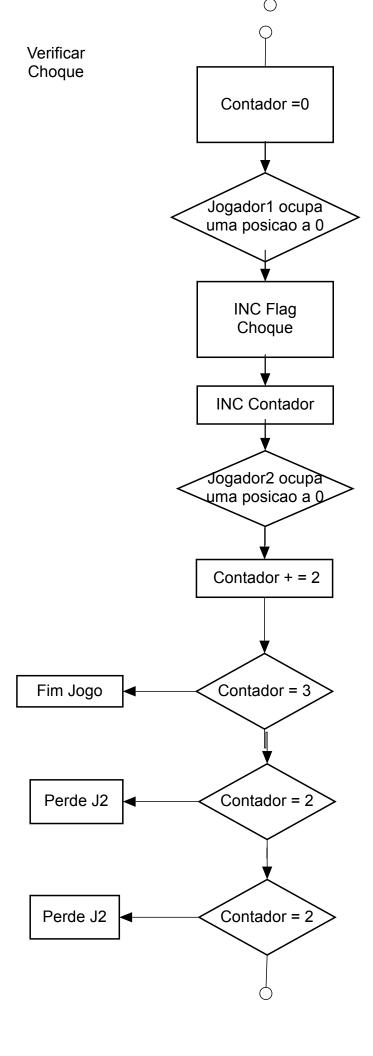






## Converte Decimal





<u>,</u> 11		