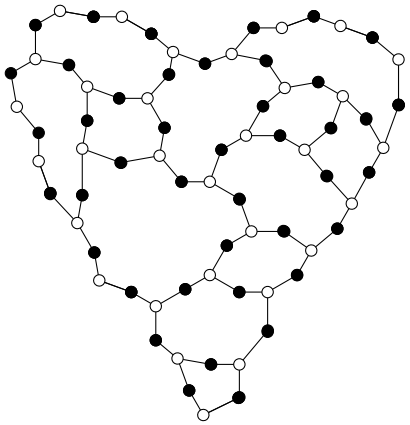
156) Song [3]



●:oxygen
○:silicon

157) Song [4]

$$_{\text{a}} - \text{chat}$$

158) Book [4]

$$\forall ♂ \text{ such that } ♂ \in ♚$$

159) Song [3]

$$R_{\odot} < \frac{2GM_{\odot}}{c^2}$$

160) Song [7]

$$\text{HeD} \longrightarrow\!\!\!\!\!\!\!\!\;/\;\; \text{u + HeHdd}$$

161) Song [8]

$$\exists \gamma \text{ where, } \forall t,\ r_{\gamma} < \frac{2GM}{c^2}$$

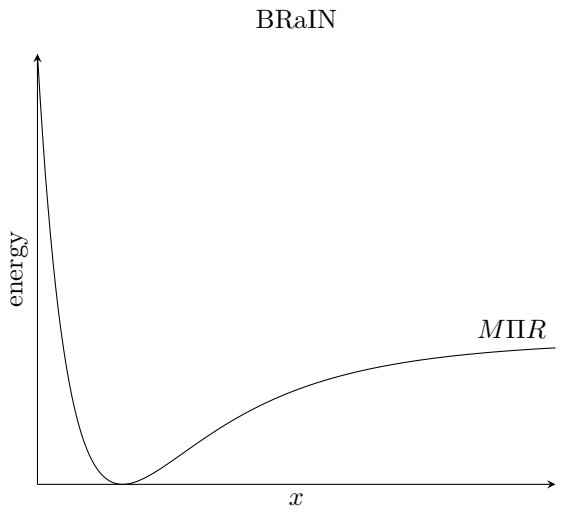
162) Series/Book [3,4]

		Leader A: Kill zombies	Leader A: Ignore zombies
	Kill zombies	+10 / +10	−10 / −10
Leader B	Ignore zombies	−10 / −10	−10 / −10

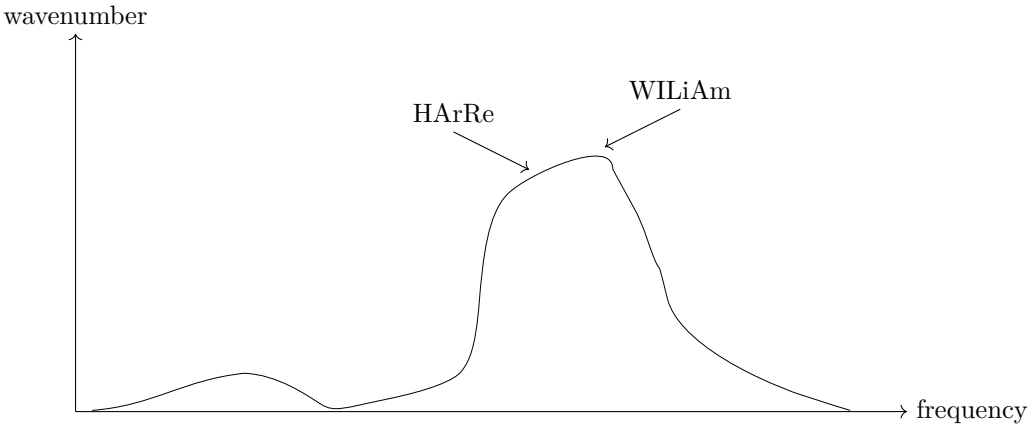
163) Film [5]

```
try{
  if(ucan)
    throw new Exception();
};
catch(Exception i){
  …
```

164) Song [4]



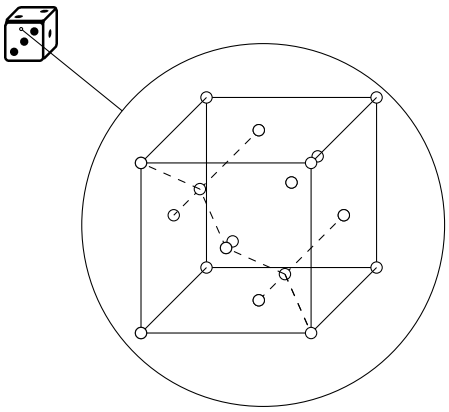
165) Series [3]



166) Film [4]

$$\frac{2\not{k}\boxdot}{\not{k}}$$

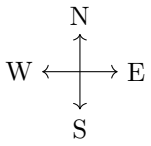
167) Film [2]



○:carbon

168) Film [7]

$\frac{1}{t}\frac{1}{t}$ $\frac{1}{t}$



171) Book [3]

$$f(x) = 39H(x) = \begin{cases} 0 & x \leq 0 \\ 39 & x > 0 \end{cases}$$

Song [2]

$$f(x) = 15H(x) = \begin{cases} 0 & x \leq 0 \\ 15 & x > 0 \end{cases}$$

172) Book/Film [6]

$$\cfrac{H_1N_1}{a^{\text{ぬ}} + \cfrac{H_1N_1}{a^{\text{ぬ}} + \cfrac{H_1N_1}{a^{\text{ぬ}} + \ldots}}}$$

173) Book/Film [2]

Indexed family $\{(U_\alpha, \gamma_\alpha) : \alpha \in I\}$ of charts on ᓚ which covers ᓚ

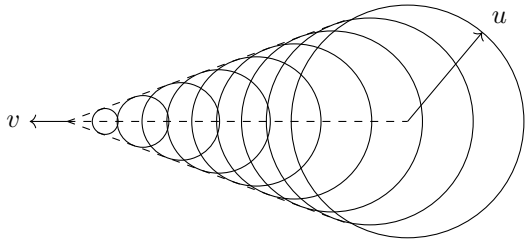
174) Game [1]

$$|f(x)| \leq \text{ठ for all } x$$

175) Song [4]

$$3\text{♀}$$

176) Song [1]



177) Album/Song [6]

$$\frac{\in \text{✈}}{C}$$

178) Album/Song [2]

179) Song [3]

$$e \vee \neg e$$

180) Song [3]

$$\{a, b, c, k, l\} \setminus \{l\}$$

181) Song [4]

$$\text{me} \notin \heartsuit$$

182) Song [5]

$$\{1, 1, 1, 1\} \in \text{life} \in \text{me}$$

183) Song [2]

184) Series [1]

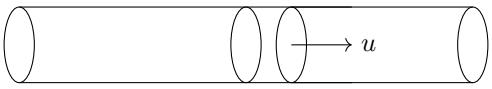
$$\rho_m$$

185) Film [4]

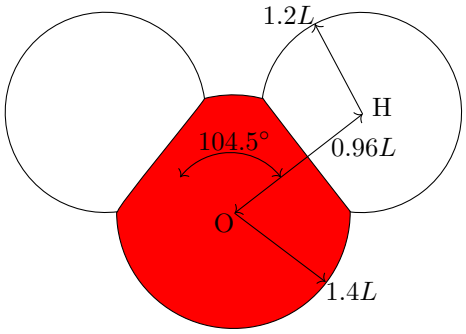
186) Film [1]

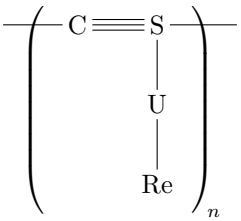
$$f_{\text{system}}(t), \;\; f_{\text{subsystem}}(-t)$$

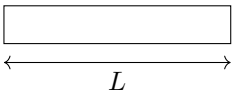
187) Album/Song [2]



$\frac{\mathrm{d}V}{\mathrm{d}t} = (2n)\mathrm{m}^3\mathrm{s}^{-1},\ n \in \mathbb{N}$

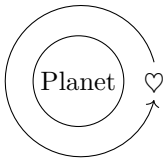




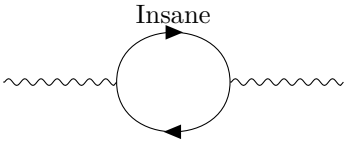


$t < 0$

$t \geq 0$



188)Song [2]
189) Song[2]
190) Song [2]



191) Film [2]

$$\underbrace{\boxed{\text{Historic Data}} \rightarrow \boxed{\text{DAY Algorithm}} \rightarrow \boxed{\text{Predictive Model}}}_{\text{this}}$$

$$\boxed{\text{New Data}} \rightarrow \boxed{\text{Predictive Model}} \rightarrow \boxed{\text{Prediction}}$$

192) Film [1]

```
const een
```

193) Film [6]

```
for($ = n; $ < n + 4; $++){…
```

194) Song [3]

Granite with uranium

195) Song [5]

$$\{\text{🔥}, \ldots, \text{🌧}\}$$

196) Film [3]

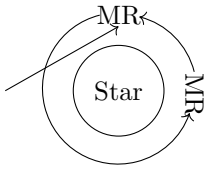
$$\frac{\male}{3}$$

197) Film [3]

```
br = [1.0/sqrt(1.0-v**2/c**2),…]
```

this

198) Song[2]



199) Film [2]

$$\text{Angry}'(x) = 0,\ \text{Angry}''(x) < 0$$

Game [2]

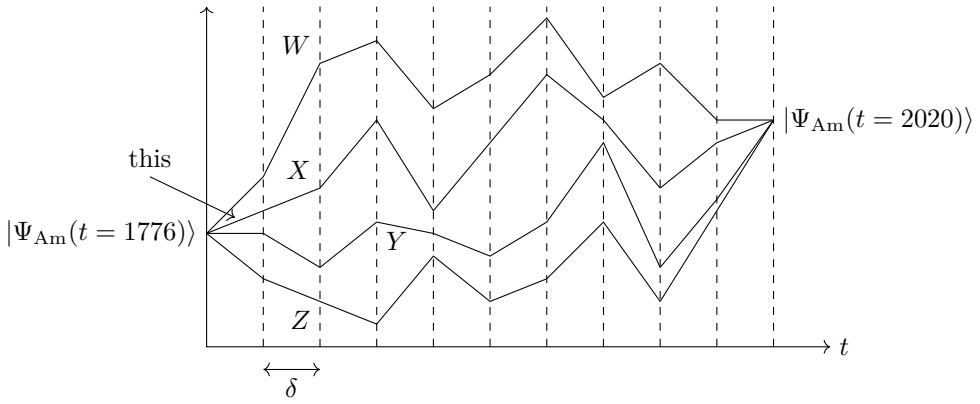
$$\mathrm{Hurt}'(x) = 0,\ \mathrm{Hurt}''(x) < 0$$

200) Song/Album [1]

$$\mathrm{CaLiFORnI}^{+}$$

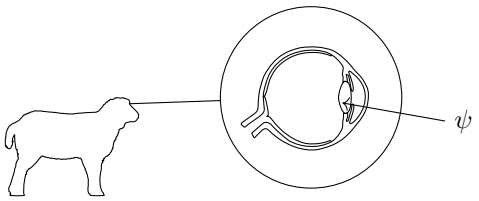
201) Film [3]

$$X = \{|\Psi_{\mathrm{Am}}(t)\rangle \,|\, -\infty < t \leq 0\}$$



$$\delta \to 0$$

202) Book/Film [4]



203) Album/Song/Film [3]

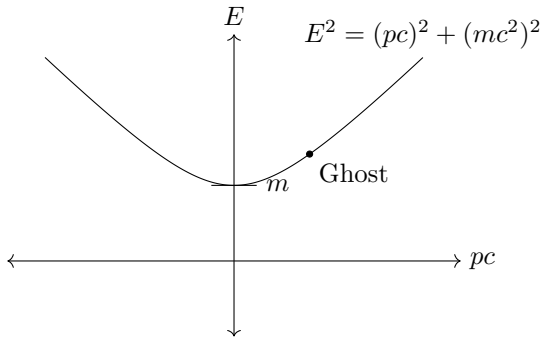
$$\frac{\mathrm{linear}mc}{h}$$

204) Book/Film [2]

$$R \begin{pmatrix} o \\ l \\ i \\ v \\ e \end{pmatrix},\ R^T = R^{-1},\ \det R = 1$$

205) Film [2]

$$a^{\dagger}\mathrm{AZ}$$



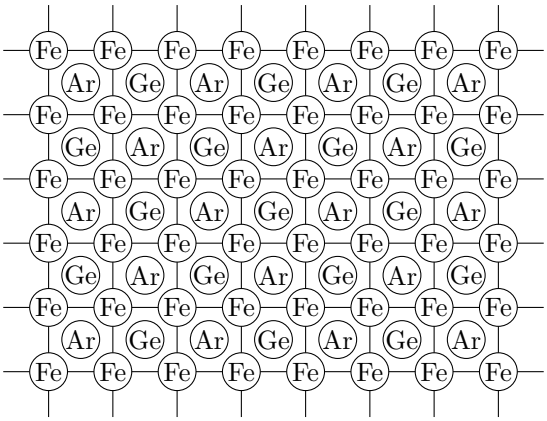
206) Film [4]
207) Film [3]

```
if man:
  print(…
```

208) Film[3]
209) Song [3]

```
if random.random() > 0.5:
  me()
```

210) Game [3]



211) Game [1]
212) Game [1]
213) Song [1]

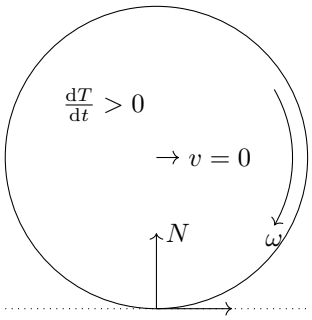
$$\odot\!\!\male$$

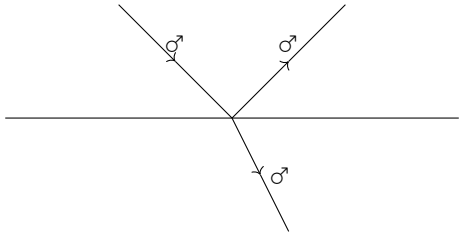
214) Game [2]

$$bi \text{ where } b \in (\mathbb{R} \cap \text{competition})$$

215) Game [4]

$$r_{\text{Animal}}(d/v) \text{ where } r_{\text{Animal}}(t) = R_\nu + d - vt,\ R_\nu = \frac{2GM}{c^2}$$



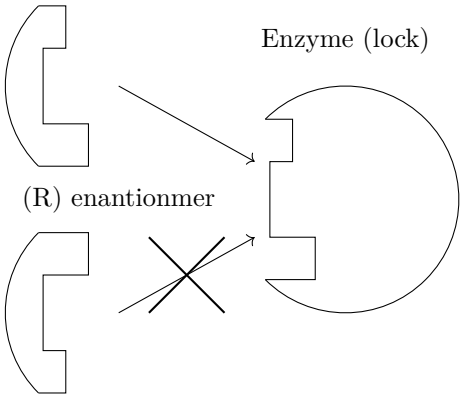


216) Film [2]

$$\frac{2GM}{c^2}$$

217) Book/Film [5]

Substrate (key)



218) Song [4]

```
$ ./urlife; ./urlife; ./urlife; ./urlife
```