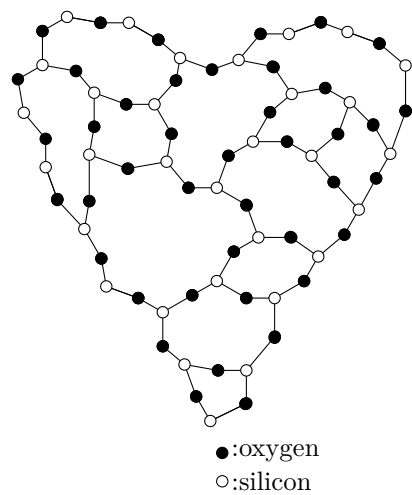


156) Song [3]



157) Song [4]

_a – chat

158) Book [4]

$$\forall \sigma^\flat \text{ such that } \sigma^\flat \in \mathfrak{S}$$

159) Song [3]

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

160) Song [7]

$$\text{HeD} \not\longrightarrow \text{u} + \text{HeHdd}$$

161) Song [8]

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

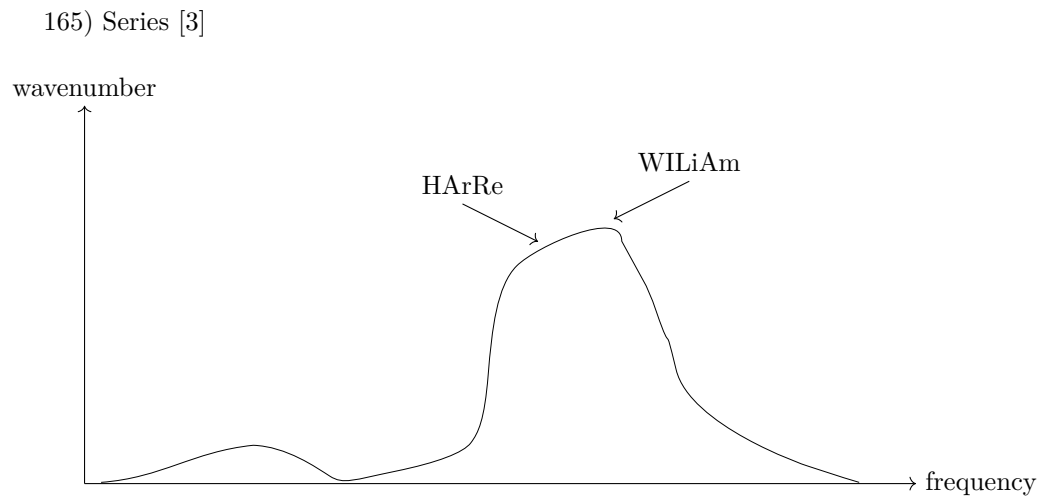
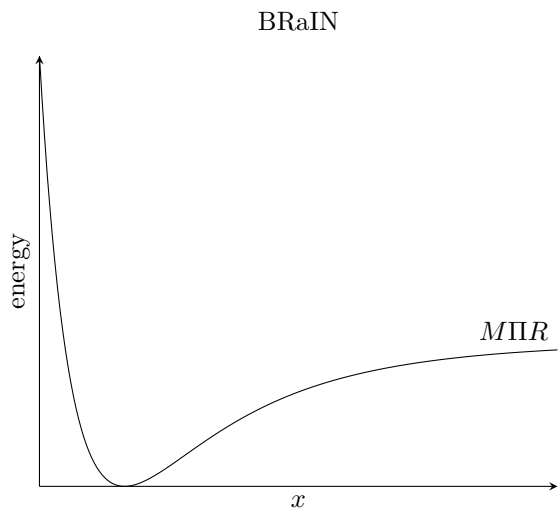
162) Series/Book [3,4]

		Leader A	
		Kill zombies	Ignore zombies
Leader B	Kill zombies	<div>+10 / +10</div>	<div>−10 / −10</div>
	Ignore zombies	<div>−10 / −10</div>	<div>−10 / −10</div>

```

163) Film [5]
try{
    if(ucan)
        throw new Exception();
};
catch(Exception i){
    ...
164) Song [4]

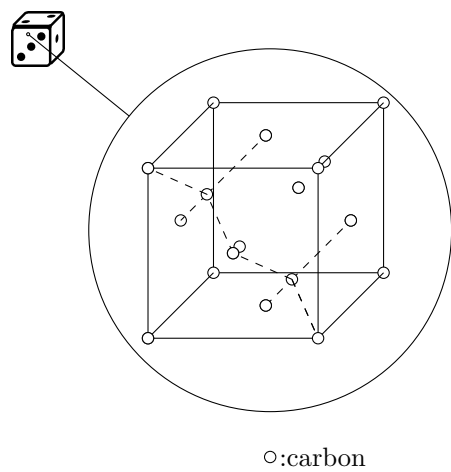
```



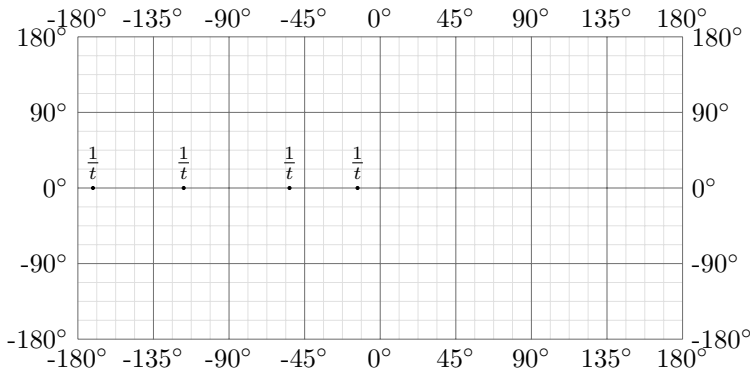
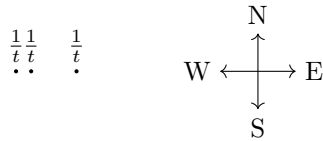
166) Film [4]

$$\frac{2\sqrt{2}}{\sqrt{2}}$$

167) Film [2]



168) Film [7]



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]

$$\frac{H_1N_1}{a^{\mathfrak{A}}\mathfrak{P}+\frac{H_1N_1}{a^{\mathfrak{A}}\mathfrak{P}+\frac{H_1N_1}{a^{\mathfrak{A}}\mathfrak{P}+\ldots}}}$$

173) Book/Film [2]

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

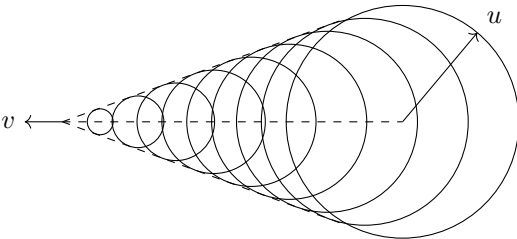
174) Game [1]

$$|f(x)|\leq \mathfrak{d} \text{ for all } x$$

175) Song [4]

$$3\wp$$

176) Song [1]



177) Album/Song [6]

$$\frac{\in \mathfrak{A}}{C}$$

178) Album/Song [2]



179) Song [3]

$$\textcolor{red}{e}\vee\neg\textcolor{red}{e}$$

180) Song [3]

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

181) Song [4]

$$\mathrm{me} \notin \heartsuit$$

182) Song [5]

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

183) Song [2]



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

184) Series [1]

$$\rho_m$$

185) Film [4]

186) Film [1]

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

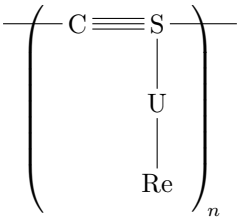
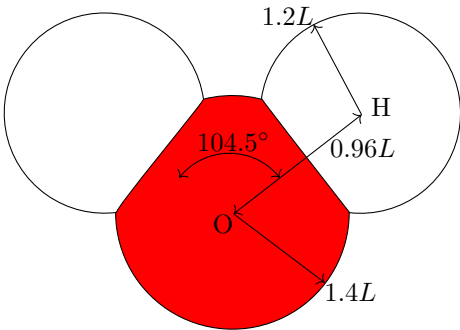
187) Album/Song [2]

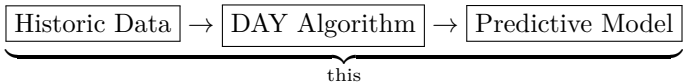
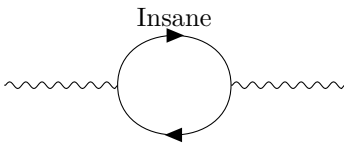
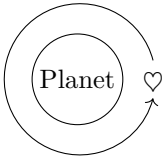
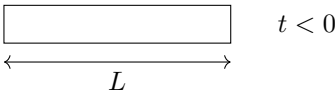
188) Song [2]

189) Song[2]

190) Song [2]

191) Film [2]





192) Film [1]

const een

193) Film [6]

for(\$ = n; \$ < n + 4; \$++){...

194) Song [3]

Granite with uranium

195) Song [5]

{👉,...,💩}

196) Film [3]

$$\frac{\sigma}{3}$$

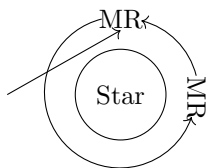
197) Film [3]

$$\text{br} = [\underbrace{1.0/\text{sqrt}(1.0-v^{**2}/c^{**2})}_{\text{this}},...]$$

198) Song[2]

199) Film [2]

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



Game [2]

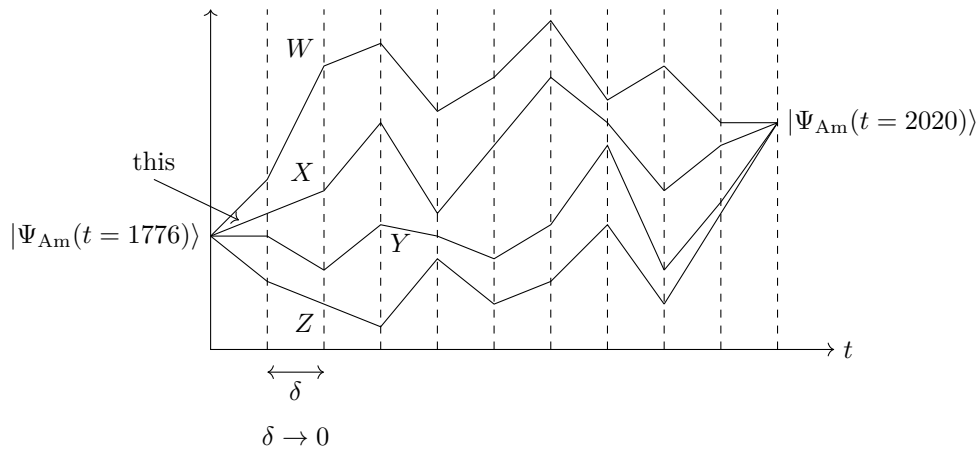
$$\text{Hurt}'(x) = 0, \text{Hurt}''(x) < 0$$

200) Song/Album [1]

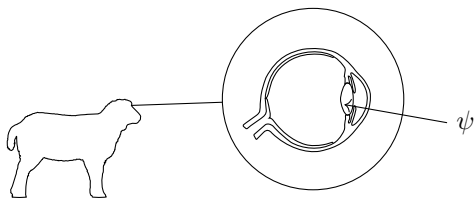
$$\text{CaLiFORnI}^+$$

201) Film [3]

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



202) Book/Film [4]



203) Album/Song/Film [3]

$$\frac{\text{linearmc}}{h}$$

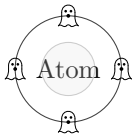
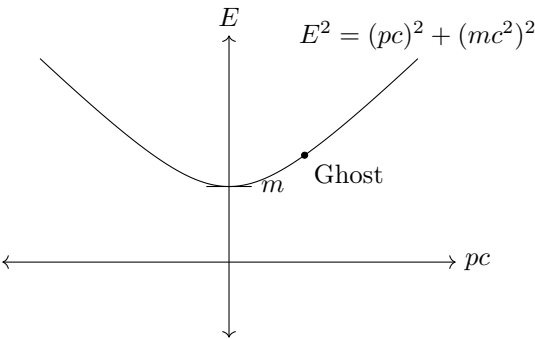
204) Book/Film [2]

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

205) Film [2]

$$a^\dagger \mathbf{A} \mathbf{Z}$$

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]

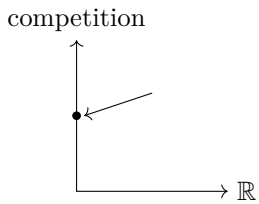
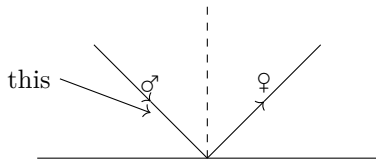
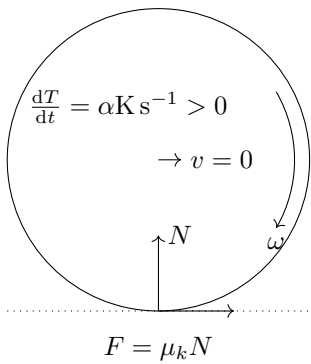
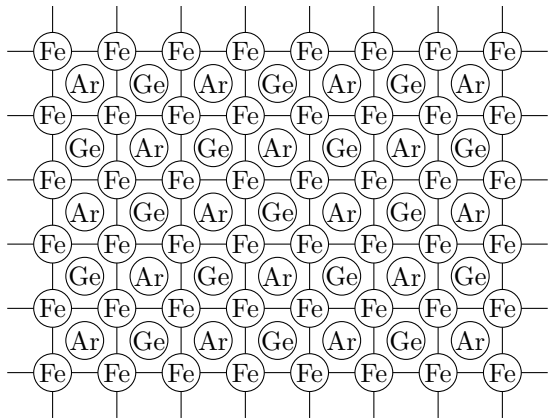
```

$$\odot \sigma$$

214) Game [2]

215) Game [4]

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

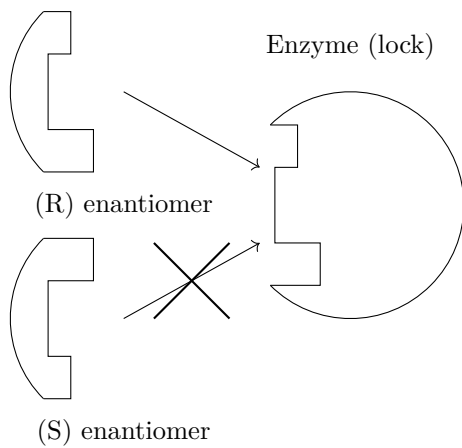


216) Film [2]

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

217) Book/Film [5]

Substrate (key)



218) Song [4]

\$./thehill; ./thehill

219) Film [5]

$$\lambda_{\max} = \frac{2.898 \times 10^{-3} \text{ m K}}{T}$$

Possible λ_{\max} :

Blue: 450 nm–485 nm

Cyan: 485 nm–500 nm

Green: 565 nm–590 nm

Yellow: 565 nm–590 nm

Orange: 590 nm–625 nm

Red: 625 nm–700 nm

220) Series [5]

$$\nu_{\text{violet}} = 670 \text{ THz} - 790 \text{ THz}$$

$$\nu_{\text{blue}} = 620 \text{ THz} - 670 \text{ THz}$$

$$\nu_{\text{cyan}} = 600 \text{ THz} - 620 \text{ THz}$$

$$\nu_{\text{green}} = 530 \text{ THz} - 600 \text{ THz}$$

$$\nu_{\text{yellow}} = 510 \text{ THz} - 530 \text{ THz}$$

$$\nu_{\text{black}} = 590 \text{ THz} - 625 \text{ THz}$$

$$\nu_{\text{red}} = 625 \text{ THz} - 700 \text{ THz}$$

221) Game [4]

$$\begin{pmatrix} \cos(\text{human}) & -\sin(\text{human}) \\ \sin(\text{human}) & \cos(\text{human}) \end{pmatrix} \mathbf{t}_x$$