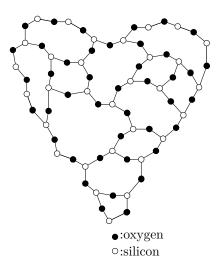
156) Song [3]



157) Song [4]

158) Book [4]

159) Song [3]

160) Song [7]

161) Song [8]

162) Series/Book [3,4]

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

 $\forall \sigma$ such that $\sigma \in \mathfrak{F}$

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

 $\mathrm{HeD} \xrightarrow{\hspace*{1cm}} u + \mathrm{HeHdd}$

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

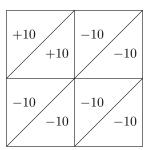
Leader A Kill zombies

Ignore zombies

Kill zombies

Leader B

Ignore zombies



```
163) Film [5]
try{
  if(ucan)
    throw new Exception();
};
catch(Exception i){
```

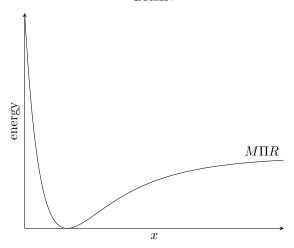
164) Song [4]

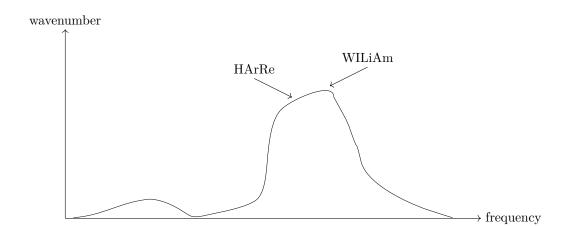
165) Series [3]

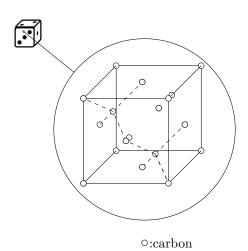
166) Film [4]

 $167) \ \mathrm{Film} \ [2]$ 168) Film [7]

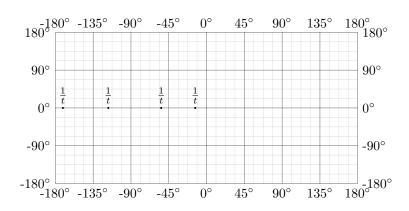








$$\frac{\frac{1}{t}\frac{1}{t}}{\vdots} \quad \frac{1}{t} \qquad \qquad W \stackrel{N}{\longleftrightarrow} F$$



171) Book [3]

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

Song [2]

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

172) Book/Film [6]

$$\frac{H_1N_1}{a^{(N)} + \frac{H_1N_1}{a^{(N)} + \frac{H_1N_1}{a^{(N)} + \dots}}}$$

173) Book/Film [2]

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

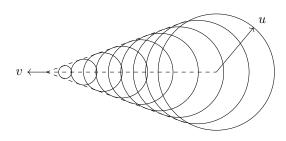
174) Game [1]

$$|f(x)| \le t$$
 for all x

175) Song [4]

3♀

176) Song [1]



177) Album/Song [6]

$$\frac{\in \mathcal{F}}{C}$$

178) Album/Song [2]



- 179) Song [3]
- 180) Song [3]
- 181) Song [4]
- 182) Song [5]
- 183) Song [2]
- 184) Series [1]
- 185) Film [4]
- 186) Film [1] Let $I \subset S$, $\forall i \in I$,

where

- 187) Album/Song [2]
- 188)Song [2]
- 189) Song[2]
- 190) Song [2]
- 191) Film [2]

 $e \lor \neg e$

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

 $\mathrm{me}\notin \heartsuit$

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

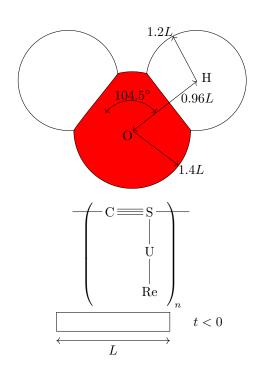


$$\frac{\mathrm{d}V}{\mathrm{d}t} = uA = (2n)\mathrm{m}^3\mathrm{s}^{-1}, \, n \in \mathbb{N}$$

 ρ_m

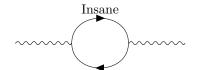
$$m\vec{a}_i(t) = m\vec{a}_i'(-t)$$

$$m\vec{a}_i'(t) = \sum_{j(\neq i) \in I} F_{ji}(t) + \sum_{k \in S \setminus I} F_{ki}(-t)$$



$$F \longrightarrow F \quad t \geq 0$$





$$\underbrace{ \begin{bmatrix} \text{Historic Data} \end{bmatrix} \rightarrow \underbrace{ \begin{bmatrix} \text{DAY Algorithm} \end{bmatrix} \rightarrow \underbrace{ \begin{bmatrix} \text{Predictive Model} \end{bmatrix}}_{\text{this}} } }_{\text{New Data}} \rightarrow \underbrace{ \begin{bmatrix} \text{Predictive Model} \end{bmatrix} \rightarrow \underbrace{ \begin{bmatrix} \text{Predictive Model} \end{bmatrix}}_{\text{Prediction}} }_{\text{Prediction}}$$

const een

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

193) Film [6]

194) Song [3]

Material composition SiO_2 Al_2O_3 MgO ${\rm CaO}$ ${\rm FeO}$ Na_2O K_2O $CaCO_3$ and

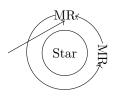
195) Song [5]

U

196) Film [3]

197) Film [3]

198) Song[2]



199) Film [2]

 ${\rm Game}\ [2]$

$$\{\hat{\mathbf{y}},\ldots,\hat{\mathbf{y}}\}$$

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

$$Angry'(x) = 0, Angry''(x) < 0$$

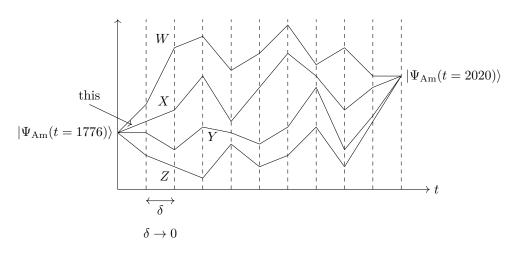
$$\operatorname{Hurt}'(x) = 0, \ \operatorname{Hurt}''(x) < 0$$

200) Song/Album [1]

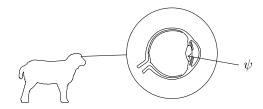
CaLiFORnI⁺

201) Film [3]

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



202) Book/Film [4]



203) Album/Song/Film [3]

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

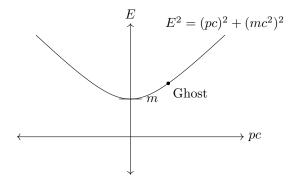
204) Book/Film [2]

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

205) Film [2]

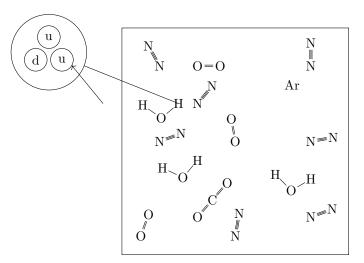
 $a^\dagger \mathbf{A} \mathbf{Z}$

206) Film [4]

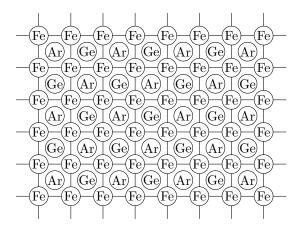




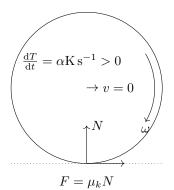
207) Film [3] if man: print(... 208) Film [4]



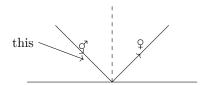
209) Song [3]
if random.random() > 0.5:
 me()
210) Game [3]



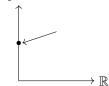
211) Game [1]



212) Game [1]



competition



213) Song [1]

 $\odot \sigma$

- 214) Game [2]
- 215) Game [4]

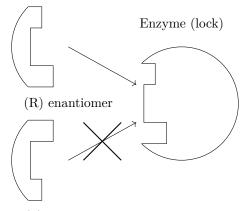
$$r_{\rm Animal}(d/v)$$
 where $r_{\rm Animal}(t)=R_{\nu}+d-vt,\ R_{\nu}=\frac{2GM}{c^2}$

216) Film [2]

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

217) Book/Film [5]

Substrate (key)



- (S) enantiomer
- 218) Song [4]

\$./thehill; ./thehill

219) Film [5]

$$\lambda_{\rm max} = \frac{2.898 \times 10^{-3} \, {\rm m\, K}}{T}$$
 Possible $\lambda_{\rm max}$: 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]

 $\begin{array}{lll} \nu_{\rm violet}: & 670~{\rm THz}{-}790~{\rm THz} \\ \nu_{\rm blue}: & 620~{\rm THz}{-}670~{\rm THz} \\ \nu_{\rm cyan}: & 600~{\rm THz}{-}620~{\rm THz} \\ \nu_{\rm green}: & 530~{\rm THz}{-}600~{\rm THz} \\ \nu_{\rm yellow}: & 510~{\rm THz}{-}530~{\rm THz} \\ \nu_{\rm black}: & 590~{\rm THz}{-}625~{\rm THz} \\ \nu_{\rm red}: & 625~{\rm THz}{-}700~{\rm THz} \end{array}$

```
221) Game [4]
                                                                           \begin{pmatrix} \cos(\text{human}) & -\sin(\text{human}) \\ \sin(\text{human}) & \cos(\text{human}) \end{pmatrix} \mathbf{t}_x
222) Book/Film [3]
                                                                                                 	au_{
m R}^-,	au_{
m R}^+
223) Song [2]
224) Song [2]
                                                                                     Selection rules:
                                                                                     \Delta J = 0, \pm 1, \quad (0 \leftrightarrow 0)
                                                                                     \Delta K = 0, \pm 1
                                                                                  \rightarrow \Delta \nu = 0, \pm 1, \pm 2, \dots
225) Song [3]
                                                   | Historic Data | \rightarrow | Algorithm | \rightarrow | Predictive Model (failed)
226) Book/Series [3]
                                                                                                hunter<sup>2</sup>
227) Song [3]
```

{Eiffel Tower, Arc de Triomphe, ni^{as} , Notre-Dame, Louvre, Champs-Élysées, . . .}

228) Song [2]

 $M_{\bullet} \gtrsim 1.4 M_{\odot}$

229) Song [1]

Wavelength: 588 nm Energy: $2.22\,\mathrm{eV}$

Colour:



230) Film [6]

Particle class	
\overline{t} and \overline{t}	$T = \pm 1$
c and \bar{c}	$C = \pm 1 \leftarrow$
b and \bar{b}	$B = \mp 1$

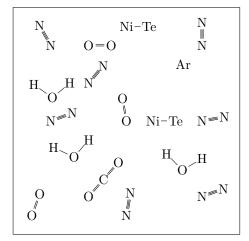
231) Film [3]

```
public:
  int adams = 6;
  int carragher = 23;
  int maldini = 3;
private:
  int neville = 2;
  int giggs = 11;
  int totti = 10;
ofstream myfile;
myfile.open("file.txt");
myfile << giggs;</pre>
```

232) Film [2]

private: string superman; string batman; string wonderwoman; public: string lexluther; string joker; string penguin;

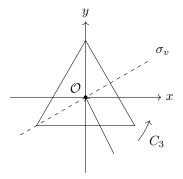
63alt) Song [4]



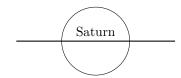
233) Song [2]

 $I\dot{\theta}, \quad \dot{\theta} \sim 0 \, \mathrm{s}^{-1}$

234) Album [3]



235) Game [1]



236) Song [5]

 $c = 3 \times 10^8 \,\mathrm{m \, s^{-1}}$ $h = 6.63 \times 10^{-34} \,\mathrm{J \, s}$ $G = 6.67 \times 10^{-11} \, \mathrm{m^3 \, kg^{-1} \, s^{-2}}$ $e = 1.602 \times 10^{-19} \,\mathrm{C}$ $\sigma = 5.67 \times 10^{-8} \,\mathrm{J}\,\mathrm{m}^{-2}\,\mathrm{K}^{-4}\,\mathrm{s}^{-1}$

M \searrow

v > c

 $238)~\mathrm{Game}~[2]$

 $\label{eq:world2} World_2 + SinoJapanese + 30 year + Vietman + Napoleonic \dots$

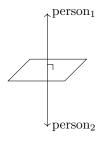
239) Game [2]

$$V/I = R = 0$$

240) Game [3]

for matrix holy, $holy_{2,n}$

241) Book/Show [2]



242) Book [2]

$$F(\rho,\sigma) = \left(\text{tr} \sqrt{\sqrt{\rho} \sigma \sqrt{\rho}} \right)^2 \gg 0$$