

```

[LE]
mem-
ber
pic-
ture,
overlay][fill=black](0,-
3pt)rectangle(3pt,0.8);
[RO][remember
pic-
ture,
overlay][fill=black](0,-
3pt)rectangle(3pt,0.8);
[BO]
plain

```

```

language=C++,
columns=flexible,
basewidth=0.6em,
ba-
sic-
style=,
num-
bers=left,
num-
ber-
style=,
step-
num-
ber=1,
shows-
paces=false,
show-
stringspaces=false,
tab-
size=2,
frame=single,
ex-
tend-
ed-
chars=true,
break-
lines=true,
in-
pu-
ten-
cod-
ing=utf8x
com-
mentstyle=blue

```

```

calc
[display]
0pt
[re-
mem-
ber
pic-
ture,
over-
lay][fill=black!90!white]
(-
10pt,-

```