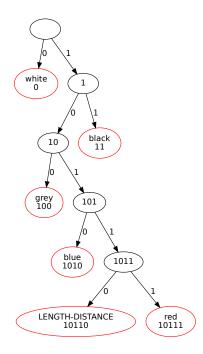
Paint Along With P0-P0

P0-P0 the Decryption Droid is starting to feel better. He now has 640 bytes of working memory which ought to be enough for any droid. He is feeling up to trying out his holographic image projector to see if it still works.

Images are represented in P0-P0's memory as a *bitmap* (i.e. a series of pixel colours).

- The first byte of the image data contains the image width, in pixels.
- The second byte of the image data contains the image height, in pixels.
- The rest of the data contains a series of pixel colour values. The first pixel corresponds to the top left corner of the image, subsequent pixel values are on the same row left-to-right. Once the first row is complete, the next pixels refer to the second row, left-to-right. This continues towards the bottom of the picture until all the rows are complete.

The pixel colours are store with a Huffman encoding, as follows, with the same LENGTH-DISTANCE token that was used for storing a song on Day 6.



Note that the LENGTH-DISTANCE token can refer to pixels which have not yet been decoded. For example the LENGTH-DISTANCE token in a sequence

blue, red, LENGTH-DISTANCE(5, 2)

means that five pixels should be repeated starting from the value two pixels earlier – the blue pixel. If the first blue pixel is at position 1 and the red pixel is at position 2, then:

- pixel 3 would repeat pixel 1 (blue)
- pixel 4 would repeat pixel 2 (red)
- pixel 5 would repeat pixel 3 (blue)
- pixel 6 would repeat pixel 4 (red), and
- finally pixel 7 will repeat pixel 5 (blue).

P0-P0's memory contains the following 238 bytes of image data:

00110010	00011101	11101100	01100100	00000010	10110001	01111000
00001111	10000000	00010110	00100110	01000000	11110000	00001111
10010101	01010010	11000100	01001110	10011110	00000011	10101001
01001110	10100101	01100000	00000111	11100110	00001111	11001100
00111100	00001110	10100100	10101111	10101001	00101011	00000000
01101101	10110000	11011011	01100011	11000000	11100100	10010101
01010101	01010010	01001100	0000001	11111011	01101111	01111110
11011000	11110000	01110010	10101010	01001001	00100100	10010010
01100000	00011000	11011000	01100101	10000100	00001100	10100100
10010101	00101010	10101010	01010100	11000000	00110000	11000001
10000110	00011110	00001110	01010101	01001010	10010101	01111010
10010101	00110101	10000111	0000000	01111100	00011111	11111111
11111111	11111110	0000000	00001011	11011100	01011110	11100000
00001111	00011111	10000000	00101100	00100000	00011111	01111011
11011110	11101011	11011110	11110111	0000000	11110011	00111001
00100010	10101010	10101001	00100100	11001100	0000001	01111011
11011110	11110111	10110000	10101001	10010010	0000001	00010110
00100100	00110010	11111110	00100010	10101010	10101001	00010011
10110000	10001100	10111101	11101100	00100011	10010001	01100001
00000110	01001100	0000000	00101111	01111011	11011110	11101011
00001010	10011001	01010100	10010101	01100001	00110011	00100101
11101111	01110101	10001011	10001100	10010111	01011000	01011100
11001010	11000010	11110010	11000010	11000010	10100110	01010010
00101010	10101010	10010010	01011000	10011100	11001000	10001010
10011101	00100001	10110000	11110011	11001111	11011000	11011001

 10111100
 01111110
 01000101
 01110010
 10010000
 11111100
 00110110

 11011011
 01101101
 01101111
 00110100
 11001000
 10101010

 10101010
 01000011
 10001100
 01111001
 11100110
 11011011
 01101111

 11110111
 10011010
 01111111
 11111111
 11111111
 11111111
 11111011
 00011000
 11010010

 00010001
 10001100
 11110011
 01101111
 11001101
 10011001
 10011001
 10011001

 10011111
 11110011
 11111111
 11111111
 10110000
 10000000
 1110001

 10010101
 10001011
 11000000
 01111011
 00011000
 10000000
 111

What is P0-P0's favourite colour?

(Hint: the picture has a black border)

