

```
#include <ATX2.h> // ATX2
```

```
Board
```

```
void setup() {
```

```
  glcdMode(2);
```

```
  glcdFillRect(0,0,160,160,GLCD_WHITE);
```

```
  glcdPixel(63,24,GLCD_RED);
```

```
  for (int i=62 ;i<=64;i++)
```

```
    glcdPixel(i,25,GLCD_RED);
```

```
  for (int i=61 ;i<=65;i++)
```

```
    glcdPixel(i,26,GLCD_RED);
```

```
  for (int i=60 ;i<=66;i++)
```

```
    glcdPixel(i,27,GLCD_RED);
```

```
  for (int i=24 ;i<=26;i++)
```

```
    glcdPixel(i,28,GLCD_RED);
```

```
  for (int i=58 ;i<=62;i++)
```

```
    glcdPixel(i,28,GLCD_RED);
```

```
  for (int i=64 ;i<=67;i++)
```

```
    glcdPixel(i,28,GLCD_RED);
```

```
  glcdPixel(102,28,GLCD_RED)
```

```
;
```

```
  for (int i=24 ;i<=27;i++)
```

```
    glcdPixel(i,29,GLCD_RED);  
for (int i=57 ;i<=61;i++)  
    glcdPixel(i,29,GLCD_RED);  
for (int i=65 ;i<=69;i++)  
    glcdPixel(i,29,GLCD_RED);  
for (int i=65 ;i<=69;i++)  
    glcdPixel(i,29,GLCD_RED);  
for (int i=100 ;i<=103;i++)  
    glcdPixel(i,29,GLCD_RED);  
for (int i=23 ;i<=30;i++)  
    glcdPixel(i,30,GLCD_RED);  
for (int i=23 ;i<=30;i++)  
    glcdPixel(i,30,GLCD_RED);  
for (int i=54 ;i<=60;i++)  
    glcdPixel(i,30,GLCD_RED);  
for (int i=68 ;i<=71;i++)  
    glcdPixel(i,30,GLCD_RED);  
for (int i=97 ;i<=103;i++)  
    glcdPixel(i,30,GLCD_RED);  
for (int i=22 ;i<=32;i++)  
    glcdPixel(i,31,GLCD_RED);  
for (int i=52 ;i<=58;i++)  
    glcdPixel(i,31,GLCD_RED);  
for (int i=70 ;i<=74;i++)
```

```
    glcdPixel(i,31,GLCD_RED);  
for (int i=95 ;i<=103;i++)  
    glcdPixel(i,31,GLCD_RED);  
for (int i=21 ;i<=36;i++)  
    glcdPixel(i,32,GLCD_RED);  
for (int i=48 ;i<=56;i++)  
    glcdPixel(i,32,GLCD_RED);  
for (int i=71 ;i<=76;i++)  
    glcdPixel(i,32,GLCD_RED);  
for (int i=91 ;i<=104;i++)  
    glcdPixel(i,32,GLCD_RED);  
for (int i=21 ;i<=54;i++)  
    glcdPixel(i,33,GLCD_RED);  
for (int i=73 ;i<=105;i++)  
    glcdPixel(i,33,GLCD_RED);  
for (int i=20 ;i<=51;i++)  
    glcdPixel(i,34,GLCD_RED);  
for (int i=62 ;i<=65;i++)  
    glcdPixel(i,34,GLCD_BLUE);  
for (int i=75 ;i<=105;i++)  
    glcdPixel(i,34,GLCD_RED);  
for (int i=19 ;i<=47;i++)  
    glcdPixel(i,35,GLCD_RED);  
for (int i=60 ;i<=67;i++)
```

```
    glcdPixel(i,35,GLCD_BLUE);  
for (int i=79 ;i<=106;i++)  
    glcdPixel(i,35,GLCD_RED);  
for (int i=18 ;i<=44;i++)  
    glcdPixel(i,36,GLCD_RED);  
for (int i=56 ;i<=57;i++)  
    glcdPixel(i,36,GLCD_BLUE);  
for (int i=60 ;i<=67;i++)  
    glcdPixel(i,36,GLCD_BLUE);  
for (int i=70 ;i<=71;i++)  
    glcdPixel(i,36,GLCD_BLUE);  
for (int i=82 ;i<=106;i++)  
    glcdPixel(i,36,GLCD_RED);  
for (int i=18 ;i<=44;i++)  
    glcdPixel(i,37,GLCD_RED);  
for (int i=54 ;i<=72;i++)  
    glcdPixel(i,37,GLCD_BLUE);  
for (int i=82 ;i<=107;i++)  
    glcdPixel(i,37,GLCD_RED);  
for (int i=17 ;i<=44;i++)  
    glcdPixel(i,38,GLCD_RED);  
for (int i=53 ;i<=73;i++)  
    glcdPixel(i,38,GLCD_BLUE);  
for (int i=82 ;i<=107;i++)
```

```
glcdPixel(i,38,GLCD_RED);  
for (int i=16 ;i<=44;i++)  
    glcdPixel(i,39,GLCD_RED);  
for (int i=52 ;i<=74;i++)  
    glcdPixel(i,39,GLCD_BLUE);  
for (int i=16 ;i<=44;i++)  
    glcdPixel(i,39,GLCD_RED);  
for (int i=82 ;i<=108;i++)  
    glcdPixel(i,39,GLCD_RED);  
for (int i=16 ;i<=44;i++)  
    glcdPixel(i,40,GLCD_RED);  
for (int i=53 ;i<=74;i++)  
    glcdPixel(i,40,GLCD_BLUE);  
for (int i=82 ;i<=109;i++)  
    glcdPixel(i,40,GLCD_RED);  
for (int i=15 ;i<=44;i++)  
    glcdPixel(i,41,GLCD_RED);  
for (int i=53 ;i<=74;i++)  
    glcdPixel(i,41,GLCD_BLUE);  
for (int i=82 ;i<=110;i++)  
    glcdPixel(i,41,GLCD_RED);  
for (int i=14 ;i<=44;i++)  
    glcdPixel(i,42,GLCD_RED);  
for (int i=53 ;i<=73;i++)
```

```
    glcdPixel(i,42,GLCD_BLUE);  
for (int i=82 ;i<=111;i++)  
    glcdPixel(i,42,GLCD_RED);  
for (int i=14 ;i<=44;i++)  
    glcdPixel(i,43,GLCD_RED);  
for (int i=55 ;i<=65;i++)  
    glcdPixel(i,43,GLCD_BLUE);  
for (int i=69 ;i<=72;i++)  
    glcdPixel(i,43,GLCD_BLUE);  
for (int i=82 ;i<=111;i++)  
    glcdPixel(i,43,GLCD_RED);  
for (int i=13 ;i<=44;i++)  
    glcdPixel(i,44,GLCD_RED);  
for (int i=57 ;i<=63;i++)  
    glcdPixel(i,44,GLCD_BLUE);  
for (int i=82 ;i<=112;i++)  
    glcdPixel(i,44,GLCD_RED);  
for (int i=14 ;i<=44;i++)  
    glcdPixel(i,45,GLCD_RED);  
for (int i=57 ;i<=63;i++)  
    glcdPixel(i,45,GLCD_BLUE);  
for (int i=82 ;i<=112;i++)  
    glcdPixel(i,45,GLCD_RED);  
for (int i=14 ;i<=44;i++)
```

```
    glcdPixel(i,46,GLCD_RED);  
for (int i=58 ;i<=62;i++)  
    glcdPixel(i,46,GLCD_BLUE);  
for (int i=65 ;i<=67;i++)  
    glcdPixel(i,46,GLCD_BLUE);  
for (int i=82 ;i<=111;i++)  
    glcdPixel(i,46,GLCD_RED);  
for (int i=15 ;i<=44;i++)  
    glcdPixel(i,47,GLCD_RED);  
for (int i=52 ;i<=54;i++)  
    glcdPixel(i,47,GLCD_BLUE);  
for (int i=57 ;i<=62;i++)  
    glcdPixel(i,47,GLCD_BLUE);  
for (int i=65 ;i<=72;i++)  
    glcdPixel(i,47,GLCD_BLUE);  
for (int i=82 ;i<=110;i++)  
    glcdPixel(i,47,GLCD_RED);  
for (int i=15 ;i<=44;i++)  
    glcdPixel(i,48,GLCD_RED);  
for (int i=50 ;i<=54;i++)  
    glcdPixel(i,48,GLCD_BLUE);  
for (int i=57 ;i<=62;i++)  
    glcdPixel(i,48,GLCD_BLUE);  
for (int i=65 ;i<=75;i++)
```

```
    glcdPixel(i,48,GLCD_BLUE);  
for (int i=83 ;i<=110;i++)  
    glcdPixel(i,48,GLCD_RED);  
for (int i=16 ;i<=42;i++)  
    glcdPixel(i,49,GLCD_RED);  
for (int i=48 ;i<=54;i++)  
    glcdPixel(i,49,GLCD_BLUE);  
for (int i=57 ;i<=62;i++)  
    glcdPixel(i,49,GLCD_BLUE);  
for (int i=65 ;i<=79;i++)  
    glcdPixel(i,49,GLCD_BLUE);  
for (int i=84 ;i<=109;i++)  
    glcdPixel(i,49,GLCD_RED);  
for (int i=16 ;i<=41;i++)  
    glcdPixel(i,50,GLCD_RED);  
for (int i=47 ;i<=54;i++)  
    glcdPixel(i,50,GLCD_BLUE);  
for (int i=56 ;i<=62;i++)  
    glcdPixel(i,50,GLCD_BLUE);  
for (int i=65 ;i<=81;i++)  
    glcdPixel(i,50,GLCD_BLUE);  
for (int i=85 ;i<=109;i++)  
    glcdPixel(i,50,GLCD_RED);  
for (int i=17 ;i<=40;i++)
```



```
glcdPixel(i,51,GLCD_RED);  
for (int i=45 ;i<=54;i++)  
    glcdPixel(i,51,GLCD_BLUE);  
for (int i=56 ;i<=62;i++)  
    glcdPixel(i,51,GLCD_BLUE);  
for (int i=65 ;i<=82;i++)  
    glcdPixel(i,51,GLCD_BLUE);  
for (int i=86 ;i<=108;i++)  
    glcdPixel(i,51,GLCD_RED);  
for (int i=17 ;i<=39;i++)  
    glcdPixel(i,52,GLCD_RED);  
for (int i=43 ;i<=54;i++)  
    glcdPixel(i,52,GLCD_BLUE);  
for (int i=56 ;i<=62;i++)  
    glcdPixel(i,52,GLCD_BLUE);  
for (int i=65 ;i<=83;i++)  
    glcdPixel(i,52,GLCD_BLUE);  
for (int i=87 ;i<=108;i++)  
    glcdPixel(i,52,GLCD_RED);  
for (int i=17 ;i<=38;i++)  
    glcdPixel(i,53,GLCD_RED);  
for (int i=42 ;i<=52;i++)  
    glcdPixel(i,53,GLCD_BLUE);  
for (int i=56 ;i<=61;i++)
```

```
    glcdPixel(i,53,GLCD_BLUE);  
    for (int i=70 ;i<=84;i++)  
        glcdPixel(i,53,GLCD_BLUE);  
    for (int i=88 ;i<=108;i++)  
        glcdPixel(i,53,GLCD_RED);  
    for (int i=18 ;i<=37;i++)  
        glcdPixel(i,54,GLCD_RED);  
    for (int i=41 ;i<=49;i++)  
        glcdPixel(i,54,GLCD_BLUE);  
    for (int i=56 ;i<=61;i++)  
        glcdPixel(i,54,GLCD_BLUE);  
    for (int i=73 ;i<=85;i++)  
        glcdPixel(i,54,GLCD_BLUE);  
    for (int i=89 ;i<=107;i++)  
        glcdPixel(i,54,GLCD_RED);  
    for (int i=18 ;i<=36;i++)  
        glcdPixel(i,55,GLCD_RED);  
    for (int i=40 ;i<=47;i++)  
        glcdPixel(i,55,GLCD_BLUE);  
    for (int i=55 ;i<=61;i++)  
        glcdPixel(i,55,GLCD_BLUE);  
    for (int i=76 ;i<=86;i++)  
        glcdPixel(i,55,GLCD_BLUE);  
    for (int i=90 ;i<=107;i++)
```

```
glcdPixel(i,55,GLCD_RED);  
for (int i=18 ;i<=35;i++)  
    glcdPixel(i,56,GLCD_RED);  
for (int i=39 ;i<=46;i++)  
    glcdPixel(i,56,GLCD_BLUE);  
for (int i=55 ;i<=61;i++)  
    glcdPixel(i,56,GLCD_BLUE);  
for (int i=65 ;i<=70;i++)  
    glcdPixel(i,56,GLCD_BLUE);  
for (int i=77 ;i<=87;i++)  
    glcdPixel(i,56,GLCD_BLUE);  
for (int i=91 ;i<=107;i++)  
    glcdPixel(i,56,GLCD_RED);  
for (int i=18 ;i<=34;i++)  
    glcdPixel(i,57,GLCD_RED);  
for (int i=38 ;i<=45;i++)  
    glcdPixel(i,57,GLCD_BLUE);  
for (int i=55 ;i<=61;i++)  
    glcdPixel(i,57,GLCD_BLUE);  
for (int i=66 ;i<=70;i++)  
    glcdPixel(i,57,GLCD_BLUE);  
for (int i=79 ;i<=88;i++)  
    glcdPixel(i,57,GLCD_BLUE);  
for (int i=92 ;i<=107;i++)
```

```
    glcdPixel(i,57,GLCD_RED);  
    for (int i=18 ;i<=34;i++)  
        glcdPixel(i,58,GLCD_RED);  
    for (int i=37 ;i<=43;i++)  
        glcdPixel(i,58,GLCD_BLUE);  
    for (int i=55 ;i<=60;i++)  
        glcdPixel(i,58,GLCD_BLUE);  
    for (int i=66 ;i<=71;i++)  
        glcdPixel(i,58,GLCD_BLUE);  
    for (int i=81 ;i<=89;i++)  
        glcdPixel(i,58,GLCD_BLUE);  
    for (int i=92 ;i<=106;i++)  
        glcdPixel(i,58,GLCD_RED);  
    for (int i=19 ;i<=33;i++)  
        glcdPixel(i,59,GLCD_RED);  
    for (int i=36 ;i<=43;i++)  
        glcdPixel(i,59,GLCD_BLUE);  
    for (int i=55 ;i<=60;i++)  
        glcdPixel(i,59,GLCD_BLUE);  
    for (int i=66 ;i<=71;i++)  
        glcdPixel(i,59,GLCD_BLUE);  
    for (int i=82 ;i<=89;i++)  
        glcdPixel(i,59,GLCD_BLUE);  
    for (int i=93 ;i<=106;i++)
```

```
    glcdPixel(i,59,GLCD_RED);  
for (int i=19 ;i<=32;i++)  
    glcdPixel(i,60,GLCD_RED);  
for (int i=35 ;i<=42;i++)  
    glcdPixel(i,60,GLCD_BLUE);  
for (int i=55 ;i<=60;i++)  
    glcdPixel(i,60,GLCD_BLUE);  
for (int i=66 ;i<=71;i++)  
    glcdPixel(i,60,GLCD_BLUE);  
for (int i=83 ;i<=90;i++)  
    glcdPixel(i,60,GLCD_BLUE);  
for (int i=93 ;i<=106;i++)  
    glcdPixel(i,60,GLCD_RED);  
for (int i=19 ;i<=31;i++)  
    glcdPixel(i,61,GLCD_RED);  
for (int i=35 ;i<=41;i++)  
    glcdPixel(i,61,GLCD_BLUE);  
glcdPixel(44,61,GLCD_RED);  
for (int i=55 ;i<=60;i++)  
    glcdPixel(i,61,GLCD_BLUE);  
for (int i=66 ;i<=71;i++)  
    glcdPixel(i,61,GLCD_BLUE);  
for (int i=84 ;i<=90;i++)  
    glcdPixel(i,61,GLCD_BLUE);
```

```
for (int i=94 ;i<=106;i++)  
    glcdPixel(i,61,GLCD_RED);  
for (int i=19 ;i<=31;i++)  
    glcdPixel(i,62,GLCD_RED);  
for (int i=34 ;i<=41;i++)  
    glcdPixel(i,62,GLCD_BLUE);  
  
glcdPixel(44,62,GLCD_RED);  
for (int i=55 ;i<=60;i++)  
    glcdPixel(i,62,GLCD_BLUE);  
for (int i=66 ;i<=72;i++)  
    glcdPixel(i,62,GLCD_BLUE);  
  
glcdPixel(82,62,GLCD_RED);  
for (int i=85 ;i<=91;i++)  
    glcdPixel(i,62,GLCD_BLUE);  
for (int i=94 ;i<=106;i++)  
    glcdPixel(i,62,GLCD_RED);  
for (int i=18 ;i<=30;i++)  
    glcdPixel(i,63,GLCD_RED);  
for (int i=33 ;i<=39;i++)  
    glcdPixel(i,63,GLCD_BLUE);  
for (int i=43 ;i<=44;i++)  
    glcdPixel(i,63,GLCD_RED);
```

```
for (int i=55 ;i<=60;i++)  
    glcdPixel(i,63,GLCD_BLUE);  
for (int i=66 ;i<=72;i++)  
    glcdPixel(i,63,GLCD_BLUE);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,63,GLCD_RED);  
for (int i=85 ;i<=92;i++)  
    glcdPixel(i,63,GLCD_BLUE);  
for (int i=95 ;i<=106;i++)  
    glcdPixel(i,63,GLCD_RED);  
for (int i=18 ;i<=29;i++)  
    glcdPixel(i,64,GLCD_RED);  
for (int i=33 ;i<=39;i++)  
    glcdPixel(i,64,GLCD_BLUE);  
for (int i=42 ;i<=44;i++)  
    glcdPixel(i,64,GLCD_RED);  
for (int i=54 ;i<=59;i++)  
    glcdPixel(i,64,GLCD_BLUE);  
for (int i=67 ;i<=72;i++)  
    glcdPixel(i,64,GLCD_BLUE);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,64,GLCD_RED);  
for (int i=86 ;i<=92;i++)  
    glcdPixel(i,64,GLCD_BLUE);
```

```
for (int i=96 ;i<=107;i++)  
    glcdPixel(i,64,GLCD_RED);  
for (int i=18 ;i<=29;i++)  
    glcdPixel(i,65,GLCD_RED);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,65,GLCD_RED);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,65,GLCD_RED);  
for (int i=97 ;i<=107;i++)  
    glcdPixel(i,65,GLCD_RED);  
for (int i=32 ;i<=38;i++)  
    glcdPixel(i,65,GLCD_BLUE);  
for (int i=54 ;i<=59;i++)  
    glcdPixel(i,65,GLCD_BLUE);  
for (int i=67 ;i<=72;i++)  
    glcdPixel(i,65,GLCD_BLUE);  
for (int i=87 ;i<=93;i++)  
    glcdPixel(i,65,GLCD_BLUE);  
for (int i=17 ;i<=28;i++)  
    glcdPixel(i,66,GLCD_RED);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,66,GLCD_RED);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,66,GLCD_RED);
```



```
for (int i=101 ;i<=107;i++)  
    glcdPixel(i,66,GLCD_RED);  
for (int i=31 ;i<=38;i++)  
    glcdPixel(i,66,GLCD_BLUE);  
for (int i=54 ;i<=59;i++)  
    glcdPixel(i,66,GLCD_BLUE);  
for (int i=67 ;i<=73;i++)  
    glcdPixel(i,66,GLCD_BLUE);  
for (int i=87 ;i<=94;i++)  
    glcdPixel(i,66,GLCD_BLUE);  
for (int i=17 ;i<=28;i++)  
    glcdPixel(i,67,GLCD_RED);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,67,GLCD_RED);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,67,GLCD_RED);  
for (int i=102 ;i<=108;i++)  
    glcdPixel(i,67,GLCD_RED);  
for (int i=31 ;i<=38;i++)  
    glcdPixel(i,67,GLCD_BLUE);  
for (int i=53 ;i<=59;i++)  
    glcdPixel(i,67,GLCD_BLUE);  
for (int i=67 ;i<=73;i++)  
    glcdPixel(i,67,GLCD_BLUE);
```

```
for (int i=87 ;i<=96;i++)  
    glcdPixel(i,67,GLCD_BLUE);  
for (int i=17 ;i<=28;i++)  
    glcdPixel(i,68,GLCD_RED);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,68,GLCD_RED);  
for (int i=82 ;i<=82;i++)  
    glcdPixel(i,68,GLCD_RED);  
for (int i=102 ;i<=108;i++)  
    glcdPixel(i,68,GLCD_RED);  
for (int i=31 ;i<=38;i++)  
    glcdPixel(i,68,GLCD_BLUE);  
for (int i=53 ;i<=58;i++)  
    glcdPixel(i,68,GLCD_BLUE);  
for (int i=68 ;i<=73;i++)  
    glcdPixel(i,68,GLCD_BLUE);  
for (int i=86 ;i<=99;i++)  
    glcdPixel(i,68,GLCD_BLUE);  
for (int i=17 ;i<=27;i++)  
    glcdPixel(i,69,GLCD_RED);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,69,GLCD_RED);  
for (int i=82 ;i<=82;i++)  
    glcdPixel(i,69,GLCD_RED);
```

```
for (int i=101 ;i<=108;i++)  
    glcdPixel(i,69,GLCD_RED);  
for (int i=30 ;i<=38;i++)  
    glcdPixel(i,69,GLCD_BLUE);  
for (int i=53 ;i<=58;i++)  
    glcdPixel(i,69,GLCD_BLUE);  
for (int i=68 ;i<=73;i++)  
    glcdPixel(i,69,GLCD_BLUE);  
for (int i=85 ;i<=98;i++)  
    glcdPixel(i,69,GLCD_BLUE);  
for (int i=17 ;i<=26;i++)  
    glcdPixel(i,70,GLCD_RED);  
for (int i=30 ;i<=38;i++)  
    glcdPixel(i,70,GLCD_BLUE);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,70,GLCD_RED);  
for (int i=52 ;i<=58;i++)  
    glcdPixel(i,70,GLCD_BLUE);  
for (int i=68 ;i<=74;i++)  
    glcdPixel(i,70,GLCD_BLUE);  
for (int i=82 ;i<=82;i++)  
    glcdPixel(i,70,GLCD_RED);  
for (int i=85 ;i<=98;i++)  
    glcdPixel(i,70,GLCD_BLUE);
```

```
for (int i=101 ;i<=108;i++)  
    glcdPixel(i,70,GLCD_RED);  
for (int i=17 ;i<=26;i++)  
    glcdPixel(i,71,GLCD_RED);  
for (int i=29 ;i<=38;i++)  
    glcdPixel(i,71,GLCD_BLUE);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,71,GLCD_RED);  
for (int i=52 ;i<=58;i++)  
    glcdPixel(i,71,GLCD_BLUE);  
for (int i=68 ;i<=74;i++)  
    glcdPixel(i,71,GLCD_BLUE);  
for (int i=82 ;i<=82;i++)  
    glcdPixel(i,71,GLCD_RED);  
for (int i=86 ;i<=97;i++)  
    glcdPixel(i,71,GLCD_BLUE);  
for (int i=101 ;i<=108;i++)  
    glcdPixel(i,71,GLCD_RED);  
for (int i=17 ;i<=25;i++)  
    glcdPixel(i,72,GLCD_RED);  
for (int i=29 ;i<=39;i++)  
    glcdPixel(i,72,GLCD_BLUE);  
for (int i=42 ;i<=44;i++)  
    glcdPixel(i,72,GLCD_RED);
```

```
for (int i=52 ;i<=58;i++)  
    glcdPixel(i,72,GLCD_BLUE);  
for (int i=68 ;i<=74;i++)  
    glcdPixel(i,72,GLCD_BLUE);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,72,GLCD_RED);  
for (int i=86 ;i<=96;i++)  
    glcdPixel(i,72,GLCD_BLUE);  
for (int i=101 ;i<=108;i++)  
    glcdPixel(i,72,GLCD_RED);  
for (int i=17 ;i<=25;i++)  
    glcdPixel(i,73,GLCD_RED);  
for (int i=28 ;i<=39;i++)  
    glcdPixel(i,73,GLCD_BLUE);  
for (int i=42 ;i<=44;i++)  
    glcdPixel(i,73,GLCD_RED);  
for (int i=51 ;i<=58;i++)  
    glcdPixel(i,73,GLCD_BLUE);  
for (int i=68 ;i<=74;i++)  
    glcdPixel(i,73,GLCD_BLUE);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,73,GLCD_RED);  
for (int i=87 ;i<=88;i++)  
    glcdPixel(i,73,GLCD_BLUE);
```

```
for (int i=93 ;i<=95;i++)  
    glcdPixel(i,73,GLCD_BLUE);  
for (int i=100 ;i<=108;i++)  
    glcdPixel(i,73,GLCD_RED);  
for (int i=17 ;i<=24;i++)  
    glcdPixel(i,74,GLCD_RED);  
for (int i=27 ;i<=40;i++)  
    glcdPixel(i,74,GLCD_BLUE);  
for (int i=43 ;i<=44;i++)  
    glcdPixel(i,74,GLCD_RED);  
for (int i=51 ;i<=58;i++)  
    glcdPixel(i,74,GLCD_BLUE);  
for (int i=68 ;i<=75;i++)  
    glcdPixel(i,74,GLCD_BLUE);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,74,GLCD_RED);  
for (int i=100 ;i<=108;i++)  
    glcdPixel(i,74,GLCD_RED);  
for (int i=16 ;i<=24;i++)  
    glcdPixel(i,75,GLCD_RED);  
for (int i=27 ;i<=40;i++)  
    glcdPixel(i,75,GLCD_BLUE);  
for (int i=43 ;i<=44;i++)  
    glcdPixel(i,75,GLCD_RED);
```

```
for (int i=50 ;i<=58;i++)  
    glcdPixel(i,75,GLCD_BLUE);  
for (int i=67 ;i<=75;i++)  
    glcdPixel(i,75,GLCD_BLUE);  
for (int i=82 ;i<=85;i++)  
    glcdPixel(i,75,GLCD_RED);  
for (int i=99 ;i<=109;i++)  
    glcdPixel(i,75,GLCD_RED);  
for (int i=16 ;i<=25;i++)  
    glcdPixel(i,76,GLCD_RED);  
for (int i=28 ;i<=39;i++)  
    glcdPixel(i,76,GLCD_BLUE);  
for (int i=42 ;i<=44;i++)  
    glcdPixel(i,76,GLCD_RED);  
for (int i=50 ;i<=59;i++)  
    glcdPixel(i,76,GLCD_BLUE);  
for (int i=66 ;i<=76;i++)  
    glcdPixel(i,76,GLCD_BLUE);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,76,GLCD_RED);  
for (int i=88 ;i<=89;i++)  
    glcdPixel(i,76,GLCD_BLUE);  
for (int i=92 ;i<=97;i++)  
    glcdPixel(i,76,GLCD_BLUE);
```

```
for (int i=100 ;i<=109;i++)  
    glcdPixel(i,76,GLCD_RED);  
for (int i=16 ;i<=25;i++)  
    glcdPixel(i,77,GLCD_RED);  
for (int i=29 ;i<=38;i++)  
    glcdPixel(i,77,GLCD_BLUE);  
for (int i=42 ;i<=44;i++)  
    glcdPixel(i,77,GLCD_RED);  
for (int i=49 ;i<=61;i++)  
    glcdPixel(i,77,GLCD_BLUE);  
for (int i=64 ;i<=76;i++)  
    glcdPixel(i,77,GLCD_BLUE);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,77,GLCD_RED);  
for (int i=86 ;i<=97;i++)  
    glcdPixel(i,77,GLCD_BLUE);  
for (int i=101 ;i<=109;i++)  
    glcdPixel(i,77,GLCD_RED);  
for (int i=16 ;i<=26;i++)  
    glcdPixel(i,78,GLCD_RED);  
for (int i=29 ;i<=38;i++)  
    glcdPixel(i,78,GLCD_BLUE);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,78,GLCD_RED);
```



```
for (int i=49 ;i<=76;i++)  
    glcdPixel(i,78,GLCD_BLUE);  
for (int i=82 ;i<=82;i++)  
    glcdPixel(i,78,GLCD_RED);  
for (int i=86 ;i<=98;i++)  
    glcdPixel(i,78,GLCD_BLUE);  
for (int i=101 ;i<=110;i++)  
    glcdPixel(i,78,GLCD_RED);  
for (int i=15 ;i<=26;i++)  
    glcdPixel(i,79,GLCD_RED);  
for (int i=29 ;i<=37;i++)  
    glcdPixel(i,79,GLCD_BLUE);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,79,GLCD_RED);  
for (int i=48 ;i<=77;i++)  
    glcdPixel(i,79,GLCD_BLUE);  
for (int i=82 ;i<=82;i++)  
    glcdPixel(i,79,GLCD_RED);  
for (int i=85 ;i<=97;i++)  
    glcdPixel(i,79,GLCD_BLUE);  
for (int i=102 ;i<=110;i++)  
    glcdPixel(i,79,GLCD_RED);  
for (int i=15 ;i<=27;i++)  
    glcdPixel(i,80,GLCD_RED);
```

```
for (int i=30 ;i<=37;i++)  
    glcdPixel(i,80,GLCD_BLUE);  
for (int i=40 ;i<=44;i++)  
    glcdPixel(i,80,GLCD_RED);  
for (int i=48 ;i<=77;i++)  
    glcdPixel(i,80,GLCD_BLUE);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,80,GLCD_RED);  
for (int i=86 ;i<=95;i++)  
    glcdPixel(i,80,GLCD_BLUE);  
for (int i=101 ;i<=110;i++)  
    glcdPixel(i,80,GLCD_RED);  
for (int i=14 ;i<=27;i++)  
    glcdPixel(i,81,GLCD_RED);  
for (int i=31 ;i<=37;i++)  
    glcdPixel(i,81,GLCD_BLUE);  
for (int i=40 ;i<=44;i++)  
    glcdPixel(i,81,GLCD_RED);  
for (int i=47 ;i<=77;i++)  
    glcdPixel(i,81,GLCD_BLUE);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,81,GLCD_RED);  
for (int i=87 ;i<=95;i++)  
    glcdPixel(i,81,GLCD_BLUE);
```

```
for (int i=98 ;i<=111;i++)  
    glcdPixel(i,81,GLCD_RED);  
for (int i=14 ;i<=28;i++)  
    glcdPixel(i,82,GLCD_RED);  
for (int i=31 ;i<=37;i++)  
    glcdPixel(i,82,GLCD_BLUE);  
for (int i=40 ;i<=44;i++)  
    glcdPixel(i,82,GLCD_RED);  
for (int i=47 ;i<=78;i++)  
    glcdPixel(i,82,GLCD_BLUE);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,82,GLCD_RED);  
for (int i=87 ;i<=94;i++)  
    glcdPixel(i,82,GLCD_BLUE);  
for (int i=98 ;i<=111;i++)  
    glcdPixel(i,82,GLCD_RED);  
for (int i=13 ;i<=28;i++)  
    glcdPixel(i,83,GLCD_RED);  
for (int i=31 ;i<=37;i++)  
    glcdPixel(i,83,GLCD_BLUE);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,83,GLCD_RED);  
for (int i=47 ;i<=56;i++)  
    glcdPixel(i,83,GLCD_BLUE);
```

```
for (int i=69 ;i<=78;i++)  
    glcdPixel(i,83,GLCD_BLUE);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,83,GLCD_RED);  
for (int i=88 ;i<=94;i++)  
    glcdPixel(i,83,GLCD_BLUE);  
for (int i=97 ;i<=111;i++)  
    glcdPixel(i,83,GLCD_RED);  
for (int i=13 ;i<=28;i++)  
    glcdPixel(i,84,GLCD_RED);  
for (int i=32 ;i<=38;i++)  
    glcdPixel(i,84,GLCD_BLUE);  
for (int i=41 ;i<=43;i++)  
    glcdPixel(i,84,GLCD_RED);  
for (int i=46 ;i<=55;i++)  
    glcdPixel(i,84,GLCD_BLUE);  
for (int i=71 ;i<=78;i++)  
    glcdPixel(i,84,GLCD_BLUE);  
for (int i=82 ;i<=85;i++)  
    glcdPixel(i,84,GLCD_RED);  
for (int i=88 ;i<=94;i++)  
    glcdPixel(i,84,GLCD_BLUE);  
for (int i=97 ;i<=112;i++)  
    glcdPixel(i,84,GLCD_RED);
```

```
for (int i=13 ;i<=29;i++)  
    glcdPixel(i,85,GLCD_RED);  
for (int i=32 ;i<=38;i++)  
    glcdPixel(i,85,GLCD_BLUE);  
for (int i=41 ;i<=43;i++)  
    glcdPixel(i,85,GLCD_RED);  
for (int i=46 ;i<=54;i++)  
    glcdPixel(i,85,GLCD_BLUE);  
for (int i=72 ;i<=78;i++)  
    glcdPixel(i,85,GLCD_BLUE);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,85,GLCD_RED);  
for (int i=88 ;i<=93;i++)  
    glcdPixel(i,85,GLCD_BLUE);  
for (int i=97 ;i<=112;i++)  
    glcdPixel(i,85,GLCD_RED);  
for (int i=12 ;i<=30;i++)  
    glcdPixel(i,86,GLCD_RED);  
for (int i=32 ;i<=38;i++)  
    glcdPixel(i,86,GLCD_BLUE);  
for (int i=41 ;i<=42;i++)  
    glcdPixel(i,86,GLCD_RED);  
for (int i=45 ;i<=53;i++)  
    glcdPixel(i,86,GLCD_BLUE);
```

```
for (int i=73 ;i<=79;i++)  
    glcdPixel(i,86,GLCD_BLUE);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,86,GLCD_RED);  
for (int i=87 ;i<=92;i++)  
    glcdPixel(i,86,GLCD_BLUE);  
for (int i=96 ;i<=113;i++)  
    glcdPixel(i,86,GLCD_RED);  
for (int i=12 ;i<=30;i++)  
    glcdPixel(i,87,GLCD_RED);  
for (int i=32 ;i<=38;i++)  
    glcdPixel(i,87,GLCD_BLUE);  
for (int i=42 ;i<=42;i++)  
    glcdPixel(i,87,GLCD_RED);  
for (int i=45 ;i<=52;i++)  
    glcdPixel(i,87,GLCD_BLUE);  
for (int i=74 ;i<=79;i++)  
    glcdPixel(i,87,GLCD_BLUE);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,87,GLCD_RED);  
for (int i=87 ;i<=92;i++)  
    glcdPixel(i,87,GLCD_BLUE);  
for (int i=96 ;i<=113;i++)  
    glcdPixel(i,87,GLCD_RED);
```

```
for (int i=12 ;i<=30;i++)  
    glcdPixel(i,88,GLCD_RED);  
for (int i=33 ;i<=39;i++)  
    glcdPixel(i,88,GLCD_BLUE);  
for (int i=44 ;i<=51;i++)  
    glcdPixel(i,88,GLCD_BLUE);  
for (int i=75 ;i<=80;i++)  
    glcdPixel(i,88,GLCD_BLUE);  
for (int i=83 ;i<=83;i++)  
    glcdPixel(i,88,GLCD_RED);  
for (int i=86 ;i<=92;i++)  
    glcdPixel(i,88,GLCD_BLUE);  
for (int i=96 ;i<=113;i++)  
    glcdPixel(i,88,GLCD_RED);  
for (int i=11 ;i<=31;i++)  
    glcdPixel(i,89,GLCD_RED);  
for (int i=34 ;i<=40;i++)  
    glcdPixel(i,89,GLCD_BLUE);  
for (int i=43 ;i<=51;i++)  
    glcdPixel(i,89,GLCD_BLUE);  
for (int i=75 ;i<=80;i++)  
    glcdPixel(i,89,GLCD_BLUE);  
for (int i=83 ;i<=83;i++)  
    glcdPixel(i,89,GLCD_RED);
```

```
for (int i=86 ;i<=91;i++)  
    glcdPixel(i,89,GLCD_BLUE);  
for (int i=95 ;i<=114;i++)  
    glcdPixel(i,89,GLCD_RED);  
for (int i=11 ;i<=31;i++)  
    glcdPixel(i,90,GLCD_RED);  
for (int i=34 ;i<=40;i++)  
    glcdPixel(i,90,GLCD_BLUE);  
for (int i=43 ;i<=50;i++)  
    glcdPixel(i,90,GLCD_BLUE);  
for (int i=76 ;i<=80;i++)  
    glcdPixel(i,90,GLCD_BLUE);  
for (int i=85 ;i<=91;i++)  
    glcdPixel(i,90,GLCD_BLUE);  
for (int i=95 ;i<=114;i++)  
    glcdPixel(i,90,GLCD_RED);  
for (int i=11 ;i<=32;i++)  
    glcdPixel(i,91,GLCD_RED);  
for (int i=35 ;i<=41;i++)  
    glcdPixel(i,91,GLCD_BLUE);  
for (int i=45 ;i<=50;i++)  
    glcdPixel(i,91,GLCD_BLUE);  
for (int i=76 ;i<=81;i++)  
    glcdPixel(i,91,GLCD_BLUE);
```



```
for (int i=84 ;i<=91;i++)  
    glcdPixel(i,91,GLCD_BLUE);  
for (int i=95 ;i<=114;i++)  
    glcdPixel(i,91,GLCD_RED);  
for (int i=11 ;i<=32;i++)  
    glcdPixel(i,92,GLCD_RED);  
for (int i=35 ;i<=43;i++)  
    glcdPixel(i,92,GLCD_BLUE);  
for (int i=46 ;i<=49;i++)  
    glcdPixel(i,92,GLCD_BLUE);  
for (int i=77 ;i<=81;i++)  
    glcdPixel(i,92,GLCD_BLUE);  
for (int i=84 ;i<=90;i++)  
    glcdPixel(i,92,GLCD_BLUE);  
for (int i=95 ;i<=114;i++)  
    glcdPixel(i,92,GLCD_RED);  
for (int i=11 ;i<=32;i++)  
    glcdPixel(i,93,GLCD_RED);  
for (int i=35 ;i<=43;i++)  
    glcdPixel(i,93,GLCD_BLUE);  
for (int i=47 ;i<=49;i++)  
    glcdPixel(i,93,GLCD_BLUE);  
for (int i=77 ;i<=82;i++)  
    glcdPixel(i,93,GLCD_BLUE);
```

```
for (int i=85 ;i<=90;i++)  
    glcdPixel(i,93,GLCD_BLUE);  
for (int i=94 ;i<=115;i++)  
    glcdPixel(i,93,GLCD_RED);  
for (int i=10 ;i<=33;i++)  
    glcdPixel(i,94,GLCD_RED);  
for (int i=36 ;i<=43;i++)  
    glcdPixel(i,94,GLCD_BLUE);  
for (int i=49 ;i<=49;i++)  
    glcdPixel(i,94,GLCD_BLUE);  
for (int i=77 ;i<=83;i++)  
    glcdPixel(i,94,GLCD_BLUE);  
for (int i=85 ;i<=89;i++)  
    glcdPixel(i,94,GLCD_BLUE);  
for (int i=93 ;i<=115;i++)  
    glcdPixel(i,94,GLCD_RED);  
for (int i=10 ;i<=34;i++)  
    glcdPixel(i,95,GLCD_RED);  
for (int i=37 ;i<=44;i++)  
    glcdPixel(i,95,GLCD_BLUE);  
for (int i=78 ;i<=83;i++)  
    glcdPixel(i,95,GLCD_BLUE);  
for (int i=86 ;i<=89;i++)  
    glcdPixel(i,95,GLCD_BLUE);
```

```
for (int i=92 ;i<=115;i++)  
    glcdPixel(i,95,GLCD_RED);  
for (int i=10 ;i<=34;i++)  
    glcdPixel(i,96,GLCD_RED);  
for (int i=38 ;i<=44;i++)  
    glcdPixel(i,96,GLCD_BLUE);  
for (int i=78 ;i<=83;i++)  
    glcdPixel(i,96,GLCD_BLUE);  
for (int i=86 ;i<=89;i++)  
    glcdPixel(i,96,GLCD_BLUE);  
for (int i=92 ;i<=115;i++)  
    glcdPixel(i,96,GLCD_RED);  
for (int i=10 ;i<=35;i++)  
    glcdPixel(i,97,GLCD_RED);  
for (int i=38 ;i<=46;i++)  
    glcdPixel(i,97,GLCD_BLUE);  
for (int i=78 ;i<=84;i++)  
    glcdPixel(i,97,GLCD_BLUE);  
for (int i=87 ;i<=87;i++)  
    glcdPixel(i,97,GLCD_BLUE);  
for (int i=92 ;i<=115;i++)  
    glcdPixel(i,97,GLCD_RED);  
for (int i=10 ;i<=36;i++)  
    glcdPixel(i,98,GLCD_RED);
```

```
for (int i=40 ;i<=48;i++)  
    glcdPixel(i,98,GLCD_BLUE);  
for (int i=78 ;i<=85;i++)  
    glcdPixel(i,98,GLCD_BLUE);  
for (int i=91 ;i<=115;i++)  
    glcdPixel(i,98,GLCD_RED);  
for (int i=10 ;i<=36;i++)  
    glcdPixel(i,99,GLCD_RED);  
for (int i=41 ;i<=51;i++)  
    glcdPixel(i,99,GLCD_BLUE);  
for (int i=76 ;i<=76;i++)  
    glcdPixel(i,99,GLCD_BLUE);  
for (int i=79 ;i<=85;i++)  
    glcdPixel(i,99,GLCD_BLUE);  
for (int i=90 ;i<=115;i++)  
    glcdPixel(i,99,GLCD_RED);  
for (int i=11 ;i<=35;i++)  
    glcdPixel(i,100,GLCD_RED);  
for (int i=42 ;i<=54;i++)  
    glcdPixel(i,  
100,GLCD_BLUE);  
  
glcdPixel(63,100,GLCD_BLU  
E);
```

```
for (int i=73 ;i<=76;i++)  
    glcdPixel(i,  
100,GLCD_BLUE);  
for (int i=79 ;i<=86;i++)  
    glcdPixel(i,  
100,GLCD_BLUE);  
for (int i=90 ;i<=115;i++)  
    glcdPixel(i,100,GLCD_RED);  
for (int i=11 ;i<=34;i++)  
    glcdPixel(i,101,GLCD_RED);  
for (int i=43 ;i<=56;i++)  
    glcdPixel(i,  
101,GLCD_BLUE);  
for (int i=62 ;i<=64;i++)  
    glcdPixel(i,  
101,GLCD_BLUE);  
for (int i=69 ;i<=76;i++)  
    glcdPixel(i,  
101,GLCD_BLUE);  
for (int i=79 ;i<=86;i++)  
    glcdPixel(i,  
101,GLCD_BLUE);  
for (int i=89 ;i<=115;i++)  
    glcdPixel(i,101,GLCD_RED);
```

```
for (int i=10 ;i<=33;i++)  
    glcdPixel(i,102,GLCD_RED);  
  
glcdPixel(38,102,GLCD_BLUE);  
  
for (int i=43 ;i<=76;i++)  
    glcdPixel(i,  
102,GLCD_BLUE);  
for (int i=79 ;i<=87;i++)  
    glcdPixel(i,  
102,GLCD_BLUE);  
for (int i=90 ;i<=115;i++)  
    glcdPixel(i,102,GLCD_RED);  
for (int i=10 ;i<=33;i++)  
    glcdPixel(i,103,GLCD_RED);  
for (int i=37 ;i<=40;i++)  
    glcdPixel(i,  
103,GLCD_BLUE);  
for (int i=45 ;i<=77;i++)  
    glcdPixel(i,  
103,GLCD_BLUE);  
for (int i=80 ;i<=87;i++)  
    glcdPixel(i,  
103,GLCD_BLUE);
```

```
for (int i=90 ;i<=115;i++)  
    glcdPixel(i,103,GLCD_RED);  
for (int i=11 ;i<=32;i++)  
    glcdPixel(i,104,GLCD_RED);  
for (int i=36 ;i<=41;i++)  
    glcdPixel(i,  
104,GLCD_BLUE);  
for (int i=47 ;i<=77;i++)  
    glcdPixel(i,  
104,GLCD_BLUE);  
for (int i=80 ;i<=88;i++)  
    glcdPixel(i,  
104,GLCD_BLUE);  
for (int i=91 ;i<=115;i++)  
    glcdPixel(i,104,GLCD_RED);  
for (int i=11 ;i<=31;i++)  
    glcdPixel(i,105,GLCD_RED);  
for (int i=35 ;i<=42;i++)  
    glcdPixel(i,  
105,GLCD_BLUE);  
for (int i=49 ;i<=76;i++)  
    glcdPixel(i,  
105,GLCD_BLUE);  
for (int i=81 ;i<=89;i++)
```

```
    glcdPixel(i,  
105,GLCD_BLUE);  
    for (int i=91 ;i<=114;i++)  
        glcdPixel(i,105,GLCD_RED);  
    for (int i=11 ;i<=26;i++)  
        glcdPixel(i,106,GLCD_RED);  
    for (int i=33 ;i<=43;i++)  
        glcdPixel(i,  
106,GLCD_BLUE);  
    for (int i=51 ;i<=72;i++)  
        glcdPixel(i,  
106,GLCD_BLUE);  
    for (int i=81 ;i<=89;i++)  
        glcdPixel(i,  
106,GLCD_BLUE);  
    for (int i=91 ;i<=114;i++)  
        glcdPixel(i,106,GLCD_RED);  
    for (int i=12 ;i<=25;i++)  
        glcdPixel(i,107,GLCD_RED);  
    for (int i=31 ;i<=43;i++)  
        glcdPixel(i,  
107,GLCD_BLUE);  
    for (int i=52 ;i<=69;i++)  
        glcdPixel(i,
```



```
107,GLCD_BLUE);  
    for (int i=81 ;i<=89;i++)  
        glcdPixel(i,  
107,GLCD_BLUE);  
    for (int i=93 ;i<=113;i++)  
        glcdPixel(i,107,GLCD_RED);  
    for (int i=13 ;i<=25;i++)  
        glcdPixel(i,108,GLCD_RED);  
    for (int i=28 ;i<=45;i++)  
        glcdPixel(i,  
108,GLCD_BLUE);  
    for (int i=59 ;i<=66;i++)  
        glcdPixel(i,  
108,GLCD_BLUE);  
    for (int i=81 ;i<=90;i++)  
        glcdPixel(i,  
108,GLCD_BLUE);  
    for (int i=94 ;i<=113;i++)  
        glcdPixel(i,108,GLCD_RED);  
    for (int i=14 ;i<=26;i++)  
        glcdPixel(i,109,GLCD_RED);  
    for (int i=29 ;i<=46;i++)  
        glcdPixel(i,  
109,GLCD_BLUE);
```

```
for (int i=62 ;i<=64;i++)  
    glcdPixel(i,  
109,GLCD_BLUE);  
for (int i=81 ;i<=91;i++)  
    glcdPixel(i,  
109,GLCD_BLUE);  
for (int i=96 ;i<=112;i++)  
    glcdPixel(i,109,GLCD_RED);  
for (int i=14 ;i<=27;i++)  
    glcdPixel(i,110,GLCD_RED);  
for (int i=30 ;i<=47;i++)  
    glcdPixel(i,  
110,GLCD_BLUE);  
for (int i=63 ;i<=63;i++)  
    glcdPixel(i,  
110,GLCD_BLUE);  
for (int i=80 ;i<=93;i++)  
    glcdPixel(i,  
110,GLCD_BLUE);  
for (int i=100 ;i<=112;i++)  
    glcdPixel(i,110,GLCD_RED);  
for (int i=15 ;i<=28;i++)  
    glcdPixel(i,111,GLCD_RED);  
for (int i=31 ;i<=48;i++)
```

```
    glcdPixel(i,111,GLCD_BLUE);  
for (int i=78 ;i<=94;i++)  
    glcdPixel(i,111,GLCD_BLUE);  
for (int i=99 ;i<=111;i++)  
    glcdPixel(i,111,GLCD_RED);  
for (int i=15 ;i<=29;i++)  
    glcdPixel(i,112,GLCD_RED);  
for (int i=32 ;i<=38;i++)  
    glcdPixel(i,  
112,GLCD_BLUE);  
for (int i=41 ;i<=46;i++)  
    glcdPixel(i,  
112,GLCD_BLUE);  
for (int i=79 ;i<=85;i++)  
    glcdPixel(i,  
112,GLCD_BLUE);  
for (int i=87 ;i<=92;i++)  
    glcdPixel(i,  
112,GLCD_BLUE);  
for (int i=97 ;i<=110;i++)  
    glcdPixel(i,112,GLCD_RED);  
for (int i=16 ;i<=30;i++)  
    glcdPixel(i,113,GLCD_RED);  
for (int i=34 ;i<=36;i++)
```

```
glcdPixel(i,  
113,GLCD_BLUE);  
for (int i=81 ;i<=83;i++)  
    glcdPixel(i,  
113,GLCD_BLUE);  
for (int i=90 ;i<=91;i++)  
    glcdPixel(i,  
113,GLCD_BLUE);  
for (int i=96 ;i<=109;i++)  
    glcdPixel(i,113,GLCD_RED);  
for (int i=17 ;i<=32;i++)  
    glcdPixel(i,114,GLCD_RED);  
for (int i=39 ;i<=40;i++)  
    glcdPixel(i,114,GLCD_RED);  
for (int i=93 ;i<=108;i++)  
    glcdPixel(i,114,GLCD_RED);  
for (int i=18 ;i<=41;i++)  
    glcdPixel(i,115,GLCD_RED);  
for (int i=84 ;i<=107;i++)  
    glcdPixel(i,115,GLCD_RED);  
for (int i=19 ;i<=43;i++)  
    glcdPixel(i,116,GLCD_RED);  
for (int i=83 ;i<=106;i++)  
    glcdPixel(i,116,GLCD_RED);
```

```
for (int i=21 ;i<=44;i++)  
    glcdPixel(i,117,GLCD_RED);  
for (int i=83 ;i<=105;i++)  
    glcdPixel(i,117,GLCD_RED);  
for (int i=22 ;i<=44;i++)  
    glcdPixel(i,118,GLCD_RED);  
for (int i=83 ;i<=104;i++)  
    glcdPixel(i,118,GLCD_RED);  
for (int i=25 ;i<=44;i++)  
    glcdPixel(i,119,GLCD_RED);  
for (int i=56 ;i<=56;i++)  
    glcdPixel(i,  
119,GLCD_BLUE);  
for (int i=59 ;i<=61;i++)  
    glcdPixel(i,  
119,GLCD_BLUE);  
for (int i=64 ;i<=66;i++)  
    glcdPixel(i,  
119,GLCD_BLUE);  
for (int i=69 ;i<=71;i++)  
    glcdPixel(i,  
119,GLCD_BLUE);  
for (int i=83 ;i<=102;i++)  
    glcdPixel(i,119,GLCD_RED);
```

```
for (int i=27 ;i<=44;i++)  
    glcdPixel(i,120,GLCD_RED);  
for (int i=55 ;i<=56;i++)  
    glcdPixel(i,  
120,GLCD_BLUE);  
  
glcdPixel(59,120,GLCD_BLUE  
E);  
  
glcdPixel(61,120,GLCD_BLUE  
);  
  
glcdPixel(64,120,GLCD_BLUE  
E);  
  
glcdPixel(66,120,GLCD_BLUE  
E);  
  
glcdPixel(69,120,GLCD_BLUE  
E);  
for (int i=83 ;i<=100;i++)  
    glcdPixel(i,120,GLCD_RED);  
for (int i=31 ;i<=44;i++)  
    glcdPixel(i,121,GLCD_RED);
```

```
glcdPixel(56,121,GLCD_BLUE);
```

```
glcdPixel(60,121,GLCD_BLUE);
```

```
glcdPixel(65,121,GLCD_BLUE);
```

```
for (int i=69 ;i<=71;i++)  
    glcdPixel(i,  
121,GLCD_BLUE);
```

```
for (int i=83 ;i<=96;i++)  
    glcdPixel(i,121,GLCD_RED);
```

```
for (int i=34 ;i<=44;i++)  
    glcdPixel(i,122,GLCD_RED);
```

```
glcdPixel(56,122,GLCD_BLUE);
```

```
glcdPixel(59,122,GLCD_BLUE);
```

```
glcdPixel(61,122,GLCD_BLUE);
```

);

glcdPixel(64,122,GLCD_BLUE);

glcdPixel(66,122,GLCD_BLUE);

glcdPixel(71,122,GLCD_BLUE);

for (int i=83 ;i<=92;i++)

glcdPixel(i,122,GLCD_RED);

for (int i=41 ;i<=44;i++)

glcdPixel(i,123,GLCD_RED);

for (int i=56 ;i<=56;i++)

glcdPixel(i,

123,GLCD_BLUE);

for (int i=59 ;i<=61;i++)

glcdPixel(i,

123,GLCD_BLUE);

for (int i=64 ;i<=66;i++)

glcdPixel(i,

123,GLCD_BLUE);

for (int i=69 ;i<=71;i++)


```
glcdPixel(i,  
123,GLCD_BLUE);  
for (int i=83 ;i<=85;i++)  
    glcdPixel(i,123,GLCD_RED);  
for (int i=41 ;i<=44;i++)  
    glcdPixel(i,124,GLCD_RED);  
for (int i=83 ;i<=84;i++)  
    glcdPixel(i,124,GLCD_RED);  
for (int i=42 ;i<=44;i++)  
    glcdPixel(i,125,GLCD_RED);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,125,GLCD_RED);  
for (int i=42 ;i<=44;i++)  
    glcdPixel(i,126,GLCD_RED);  
for (int i=82 ;i<=84;i++)  
    glcdPixel(i,126,GLCD_RED);  
for (int i=43 ;i<=45;i++)  
    glcdPixel(i,127,GLCD_RED);  
for (int i=82 ;i<=83;i++)  
    glcdPixel(i,127,GLCD_RED);  
for (int i=43 ;i<=46;i++)  
    glcdPixel(i,128,GLCD_RED);  
for (int i=81 ;i<=82;i++)  
    glcdPixel(i,128,GLCD_RED);
```

```
for (int i=44 ;i<=47;i++)  
    glcdPixel(i,129,GLCD_RED);  
for (int i=79 ;i<=81;i++)  
    glcdPixel(i,129,GLCD_RED);  
for (int i=46 ;i<=53;i++)  
    glcdPixel(i,130,GLCD_RED);  
for (int i=77 ;i<=80;i++)  
    glcdPixel(i,130,GLCD_RED);  
for (int i=48 ;i<=55;i++)  
    glcdPixel(i,131,GLCD_RED);  
for (int i=74 ;i<=78;i++)  
    glcdPixel(i,131,GLCD_RED);  
for (int i=50 ;i<=58;i++)  
    glcdPixel(i,132,GLCD_RED);  
for (int i=71 ;i<=76;i++)  
    glcdPixel(i,132,GLCD_RED);  
for (int i=53 ;i<=59;i++)  
    glcdPixel(i,133,GLCD_RED);  
for (int i=69 ;i<=74;i++)  
    glcdPixel(i,133,GLCD_RED);  
for (int i=57 ;i<=60;i++)  
    glcdPixel(i,134,GLCD_RED);  
for (int i=67 ;i<=72;i++)  
    glcdPixel(i,134,GLCD_RED);
```

```
for (int i=59 ;i<=61;i++)  
    glcdPixel(i,135,GLCD_RED);  
for (int i=66 ;i<=68;i++)  
    glcdPixel(i,135,GLCD_RED);  
for (int i=60 ;i<=62;i++)  
    glcdPixel(i,136,GLCD_RED);  
for (int i=65 ;i<=67;i++)  
    glcdPixel(i,136,GLCD_RED);  
for (int i=61 ;i<=66;i++)  
    glcdPixel(i,137,GLCD_RED);  
for (int i=63 ;i<=64;i++)  
    glcdPixel(i,138,GLCD_RED);  
  
}
```

```
void loop() {  
  
}
```