```
(  #(  (  (+ (* %1 6) 11) 91) 0 1 12 6 (  %)) [10 22 21 10])


(  #(  (  (+ (* %1 6) 11) 91)) [10 22 21 10])
(" " "4" "." " ")


(  #(  [ (  (+ (* % 6) 35) 91)] (  (=  35) \# (  ))) [10 22 21 10])


(  #(  (  (+ (* % 10 10) 10) 10)) [10 10 10 10])


(->> [3 14 0 14] (  #(  (  (+ (* % 7) 97) 256))))

(->> [23 1 12 1] (  #(  (  (+ (* % 19 29) 124) 127))))

(->> [23 1 12 1] (  #(  (  (+ (* % 19 29) 97) 127))))

(->> [1 12 0 1] (  #(  (  (+ (* (  * [1 % 2 3]) % 31) 96) 127))))


(->> [2 1 13 1] (  * [1 2 3]) (* 31) (+ 96) (  127) ( ))



=>(->> [1 1 13 1] (  #(  (+ (* % 7) 96))))
(" " " " "»" " ")

=>(->> [1 1 13 1] (  #(  (+ (* % (  * (  % (  2)))) 96))))
(" " " " " " " ")

=>(->> [1 1 13 1] (  #(  (+ (* ( -  % 23) ( -  % 23)) 96))))
("" "" " " "")

=>(  [ ] (  (<=  0) 1 (*  ( (-  1))))) (->> [1 1 13 1] (  #(  (+ ( %) 96)
)))
(" " " " " " " ")

=>(  [ 1 [[1 2] [3 4]] 2 [[5 6] [7 8]]] (->> [1 1 13 1] (  #(  (+ (* % ( -
 1 [0 0])) ( -  2 [0 1]) 96)))))
(" " " " " " " ")
```

```
[2, 4, 6, 8] |>  . (&("#{&1 * 2 - 2}#{&1 * 3 - 9}#{&1 * 5 - 25}#{&1 * 7 - 49}"
|>  _ () |> _  () <> _  (&1 * &1 * 7 + &1 + 95)) |>   . _  ()) |>  .  ()


  - "[2, 4, 6, 8] |>  . (&(\"#{&1 * 2 - 2}#{&1 * 3 - 9}#{&1 * 5 - 25}#{&1
* 7 - 49}\" |>  _ () |> _  () |> (   ->   . ( _  ( )) |>  (0)  ).() |> (
-> _  ( *  * 7 +  + 95)  ).())) |>  .  ()"


  - '  = [97, 109, 97]
  =  .  ( )

   <- 1..4
|>  . (   ->  *  *  * (   |>  . (0)) +  *  * (   |>  . (1)) +  * (   |>
 . (2)) + (   |>  . (3))  )
|>  . (),
   <-  ( , 1111) + 770,
:  .  (:"\##{  }")'




  - " .  \"#{ . ([97, 109, 97, 35],    -> (  + 6) * (  + 4) * (  + 2) *  |>
(26) |>   .+(97)  ) |>  . (&(:  .  _ _  (&1) |>  .  ())) |> :  .  _ _  ()}\""

  - " .  \"#{ . ([97, 109, 97, 35],    -> ((  + 6) * (  + 4) * (  + 2) * )
 |> (26) |>   .+(97) |> :  . _ _   ) |>  . _  ()}\""



  - " .  \"#{ . ([1, 2, 3],    -> (  + 4) * (  + 1) * (  - 1) |> (26) |>  .
-(98)||100   ) |> :  .  _ _  ()
# || [109] ++  . ([2,3],  -> 97+((2* -7)* (13))||99  )
# ||[97]|>  . (&  ::  /1,[])
# ||:  .  _ _  ()}\""
#

  - " .  \"#{ . ([1, 2, 3],    -> (  + 4) * (  + 1) * (  - 1) |> (26) |>  .
-(98)||100   ) |>  . (&(:  .  _ _  (&1) |>  .  ())) |> :  .  _ _  ()}\""


  - " .  \"#{ . ([1, 2, 3],    -> (  + 4) * (  + 1) * (  - 1) |> (26) |>  .
-(98)||100   ) |>  . (&(:  .  _ _  (&1) |>  .  ())) |> :  .  _ _  ()}\""
```

```
#
    = " "
   =
|>   .  ()
|>   .   ()
|>  . (   ->
( |>   . _   () |> () |> :  .  _ _  () |>   .-(97)) * 8 |>   .+(11)
|> (26)
|>   .+(97)
|>   . _   ()
 )
|>   . _  ()
 .  (  )

#
    = "  "
   =
|>   .   ()
|>  . (   ->
( |>   . _   () |> () |> :  .  _ _  () |>   .-(97) |>   .-(11))
|> (26 * 8)
|> (26)
|>   .+(97)
|>   . _   ()
 )
|>   . _  ()
 .  (  )
```

```
#
    = " "
   =
|>   .  ()
|>   .   ()
|>  . (   ->
( |>   . _   () |> () |> :  .  _ _  () |>   .-(97)) |>   .*(8) |>   .+(11)
|> (26)
|>   .+(97)
|>   . _   ()
 )
|>   . _  ()
 .  (  )
```

```
#
    = "  "
   =
|>   .   ()
|>  . (   ->
( |>   . _   () |> ()
|>   .-(97)
|>   .-(11)
|> (26 * 8)
|> (26)
|>   .+(97)
|>   . _  ()
|> :  .  _ _  ())
|>   . _   ()
 )
|>  . _  ()
 .  (  )
```

```
  -  '#
    = " "
   =
|>   .  ()
|>   .   ()
|>  . (&(&1 |>   . _   () |> () |> (&1 - 97 - 11) |> (26) |> (&((&1 + 97)))
 |>   . _  () |> <<(&1:: 8)>>))
|>  . _  ()
 .  (  )
```

```
#
    = "  "
   =
|>   .   ()
|>  . (&(&1 |> <<(&1:: 8)>> |>   . _  () |> (&1 - 97 + 11) |> (26) |> (&((
&1 + 97))) |>   . _  () |> <<(&1:: 8)>>))
|>  . _  ()
 .  (  )'
** (   )   :6:              .                          &               &.
     : &(&1 + 97)
(   4.2)   . :1462: :  .   _1/3
(   4.2)   . :1463: :  .   _1/3
(   1.14.3)  /  _ . :140: :  _ .  /3
(   4.2)   . :1462: :  .   _1/3
(   1.14.3)  /  _ . :140: :  _ .  /3
(   4.2)   . :1462: :  .   _1/3
(   1.14.3)  /  _ . :140: :  _ .  /3
(   1.14.3)      :   .|>/2
```

```
#
    = " "
   =
|>   .  ()
|>   .   ()
|>  . (   ->
 =  (  . _   ( ))
 =   - 97 - 11
 =  ( , 26)
 =   + 97
 =    . _   ( )
<< ::  8>>
 )
|>   . _   ()
 .  (  )

#
    = "   "
   =
|>   .   ()
|>  . (   ->
 =    . _   (  |>  (   -> << ::  8>>  ))
 =   - 97 + 11
 =  ( , 26)
 =   + 97
 =    . _   ( )
<< ::  8>>
 )
|>   . _   ()
 .  (  )
```

```
#
    = " "
   =
|>   .  ()
|>   .   ()
|>  . (   ->
(  . _   ( )) - 97 - 11
|> (26)
|> & &1 + 97
|>   . _  ()
|>  . _  ()
|>   .   ()
|>  .  (&  .   ?/1)
|>  . _  ()
 )
|>  . _  ()
 .  (  )

#
    = "  "
   =
|>   .   ()
|>  . (   ->

|>   .   ()
|>  . _  ()
|>   . _  ()
|> & &1 - 97 + 11
|> (26)
|> & &1 + 97
|>   . _  ()
|>  . _  ()
|>   .   ()
|>  .  (&  .   ?/1)
|>  . _  ()
 )
|>  . _  ()
 .  (  )









    = " "
   =
|>   .  ()
|>   .   ()
|>  . (   ->
```

```
%{  :  } =   .  (  .   ())
  =   - ?  + 11 |> (26) |>   .+(? )
  . _  ( )
 )
|>   . _  ()
|>   .  ("[]", "")
|>  .  ()

    = "  "
   =
|>   .   ()
|>  . (   ->
%{  :  } =   .  (  .   ())
  =   - ?  |> (26) |>   .+(? )
  . _  ( )
 )
|>   . _  ()
|>   .  ("[]", "")
|>  .  ()
```

```
  _  = [1, 0, 1]

  _   =    ->
  ,   ->
   ( , )
0 -> {1, 0, }
  ->
{ , , } = .( , )
{ -  ( , ) * , , }
```

```
 .(   -> &(&1.(&1.(&1)))  )

 _ _   =  { , _ }, { ,  , } ->
   _  =  *   *   +   *   +
<<  _ ::  8>>
```

```
   =    ->
  [  |  ],  _  ->
[ _ _  .({ , 0},  _ ) |  .(  ,  _ )]
 .([], &1)
 .(   -> &(&1.(&1.(&1)))  )
```

```
   =    ->
  [ ,   |   ], { _  ,  _  ,  _  } ->
  _  =    _  .( _  , 256) |>  (0)
_ _  = 256 -  _
   _   =  (: .  ( _   *  _   - 4 *  _   *  _  ))
  _  =  ( _  * ( _   *  _   - 4 *  _   *  _  ), 256)

  _   = ( _  * (256 +  _   -   _ ), 256)
|>  (&(&1   32..126))

[<< _ ::  8>> |  .(  , { _  ,  _  ,  _  })]
  .([], &1)
  .(   -> &(&1.(&1.(&1)))  )

    = "    !"
  _   =   _

    =   .(  .   (   ),  _ ) |>   . _  ()
   =   .(  .   (   ),  _ ) |>   . _  ()

#
  .  ("   : #{   }")
  .  ("   : #{   }")
  .  ("  : #{  }")
```

```
    _  (<< ::  8>> = _  ,  )
   _   =   +
<<  _  ::  8>>
```

```
    (   ,  )

|>   .   ()
|>  . (& _  (&1,  ))
|>   . _  ()


    (   ,  )

|>   .   ()
|>  . (& _  (&1, - ))
|>   . _  ()




    = "    !"
  = 3
    =   . (   , )
   =   . (   , )

  . ("   : #{   }")
  . ("   : #{   }")
  . ("  : #{  }")
```

```
     _  (_ , 0), : {1, 0, 0}
     _  ( , )   ( , ) != 0
{ , , } =   _  ( ( , ), )
{ -  ( , ) * , , }


    _ _  ( , { , , })
  *   . _  ( ) *   . _  ( ) +  *   . _  ( ) +  |> (256)


    (   ,  _ )

|>   .   ()
|>  . (& _ _  (&1,  _ ))
```

```
    (   ,  _ )

|>   .   ()
|>  . _  (2, 1, :   )
|>  . (&  _  (&1,  _ ))
|> (   ->   . _  ( )  ).()


    _  ([ ,  ], { _  ,  _  ,  _  })
 _  =    _  ( _  , 256) |>  (0)
    = _  *  _  - 4 *  _  *  _

    < 0 -> 0
_ ->
 1 = (- _  + : .  (   )) *  _  |> (256)
 2 = (- _  - : .  (   )) *  _  |> (256)
   =
  ( , 2)
0 ->
  ( *  1 *  1 +  *  1 + _  , 256) ==
 1

 2

_ ->
   >= 0
 1

 2


  . _  (  )




    = "   !"
 _  = {1, 0, 1}

    =    . (   ,  _ )
   =    . (   ,  _ )

 . ("   : #{   }")
 . ("   : #{   }")
 . ("  : #{  }")
```