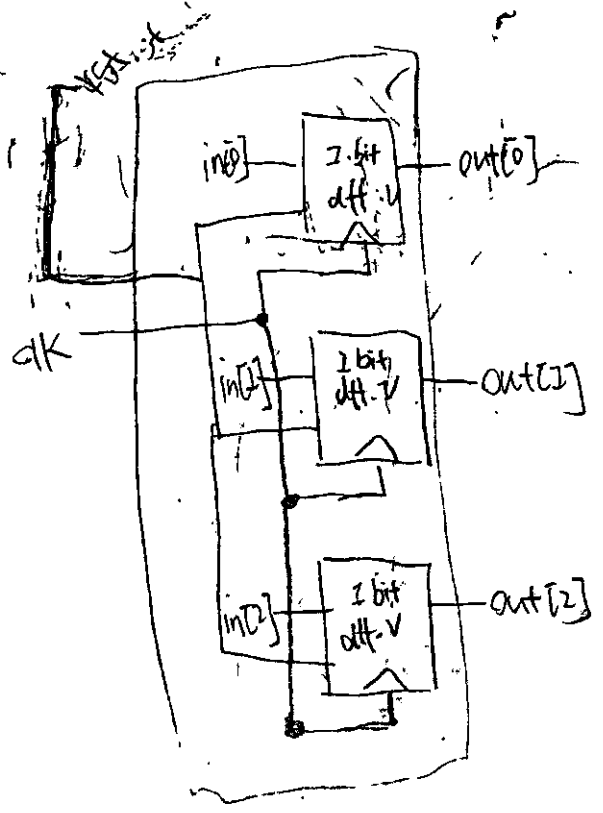


diff = 3 bit. v



- 101
- 110
- 111