

01 — 10

10 formas de contar de 1 a 10 utilizando programação criativa.

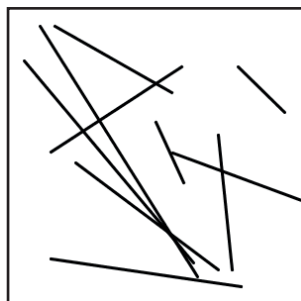
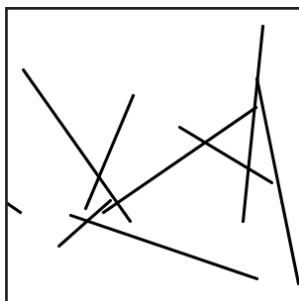
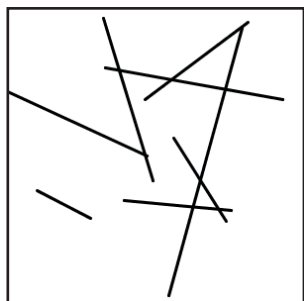
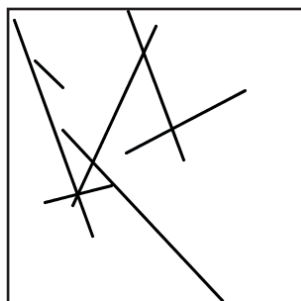
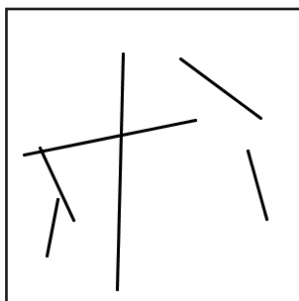
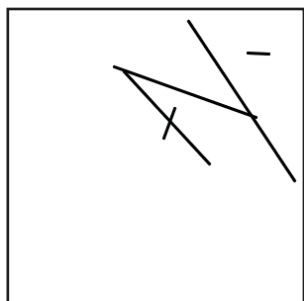
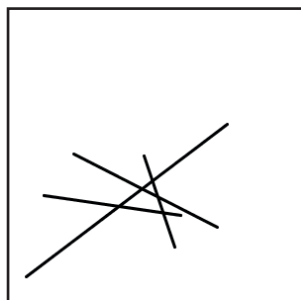
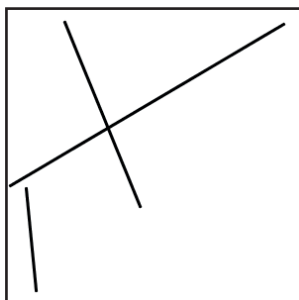
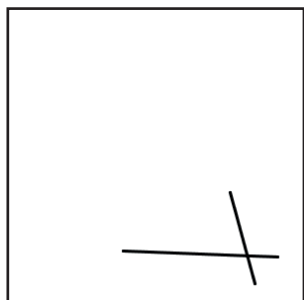
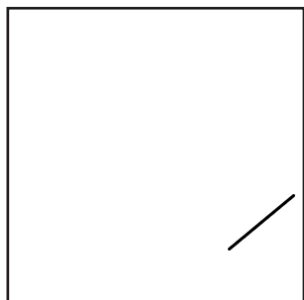
Todos os códigos e arquivos dessa publicação estão disponíveis no link:

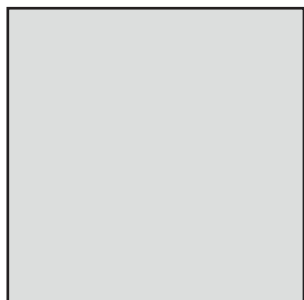
<https://github.com/guilhermesv>



01 — 10

Linhas posicionadas aleatoriamente.





02 — 10

Linhas posicionadas aleatoriamente.

