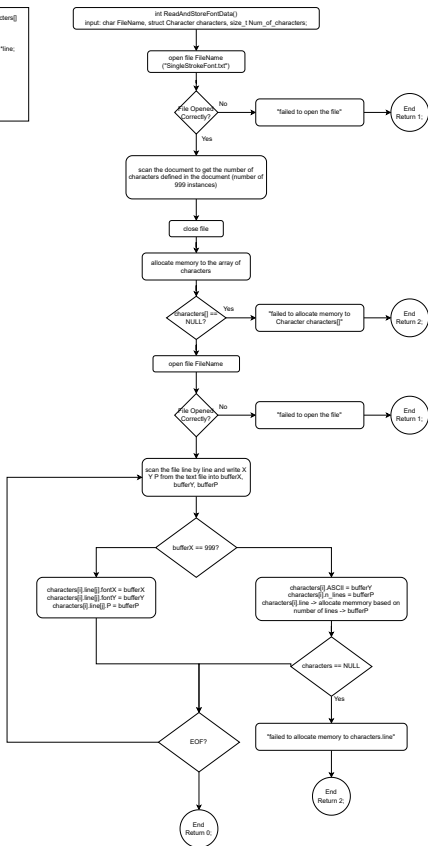


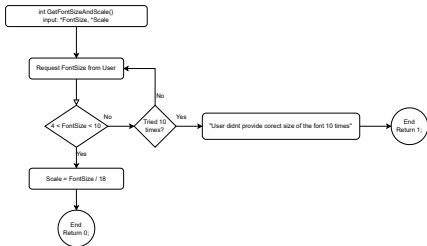
```

/struct Character characters[]
{
    int ASCII_Code;
    int n_line;
    struct Coordinates *line;
}

/struct Coordinates
{
    float fontX;
    float fontY;
    int P;
}

```





```

[Initial Character character]
{
    int ASCII_Code;
    int n_lines;
    struct Coordinates *line;
}

[Initial Coordinates]
{
    float posX;
    float posY;
    int P;
}

```

```

[Initial CharacterCode characterCode]
{
    int ASCII_Code;
    int n_lines;
    struct CCCodeCoordinates *line;
}

[Initial CCCodeCoordinates]
{
    char X[20];
    char Y[20];
    char Z[20];
    char P[20];
}

```

