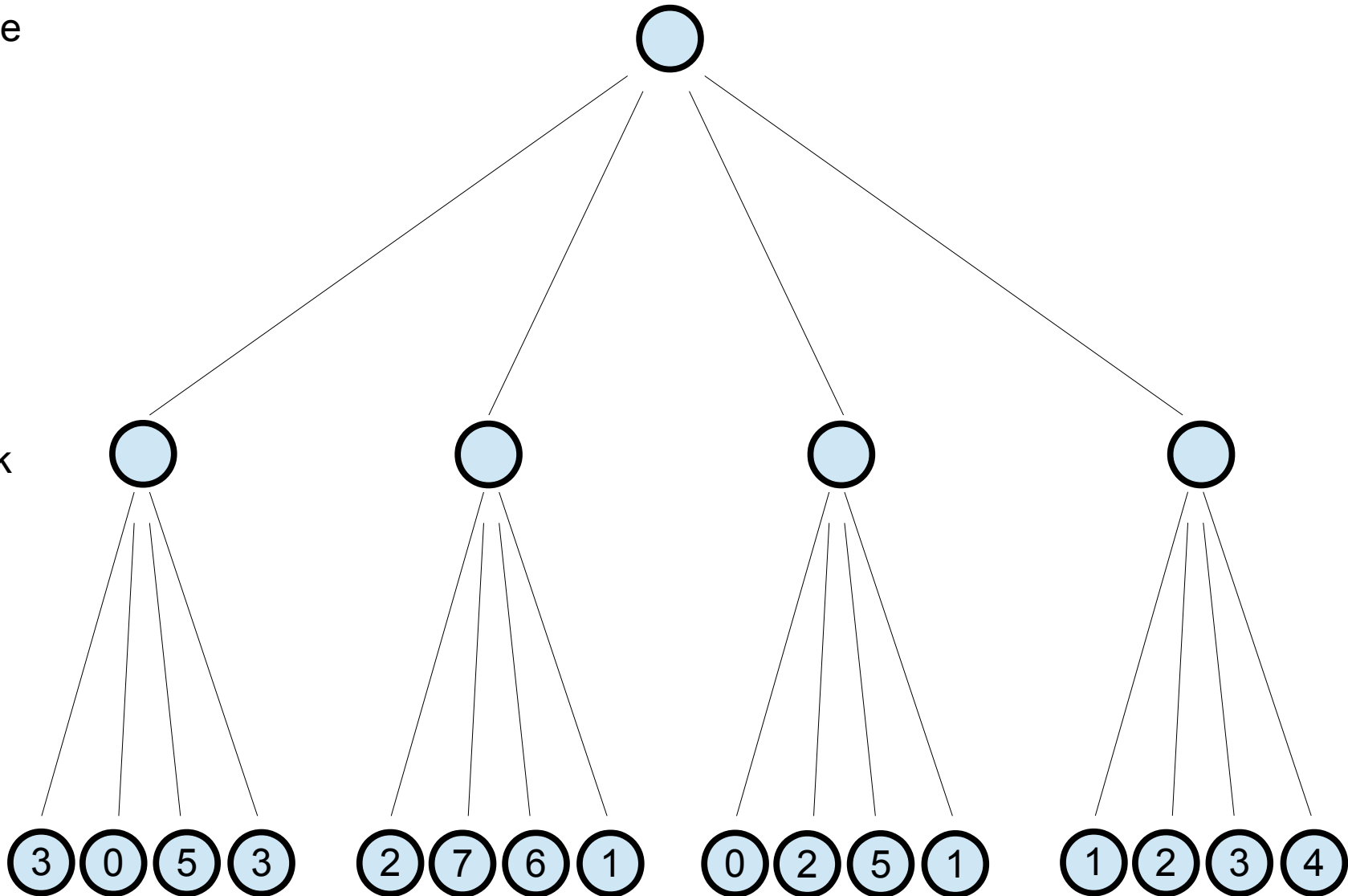


MIN = INF  
MAX = -INF

White

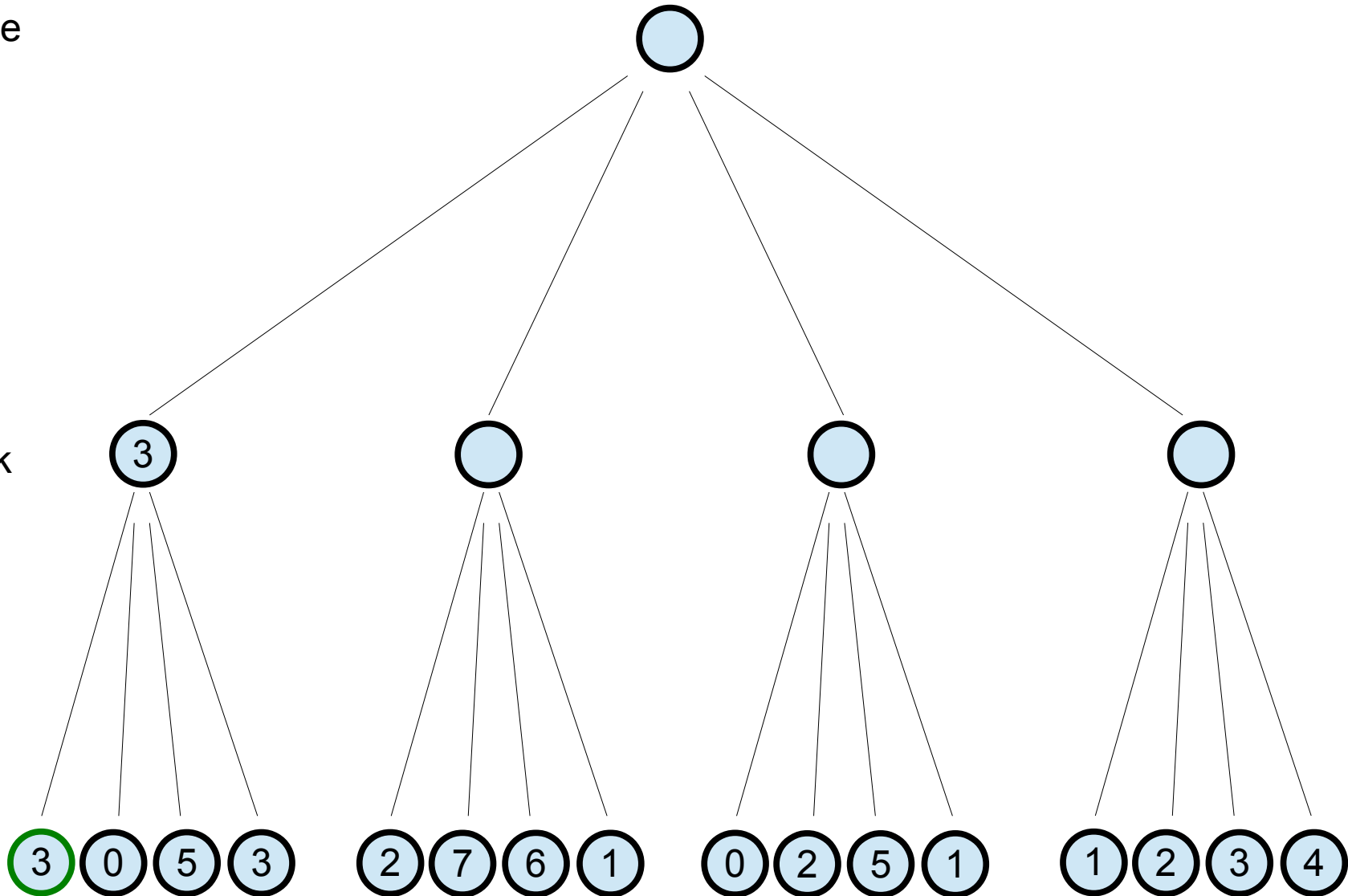
Black



MIN = 3  
MAX = -INF

White

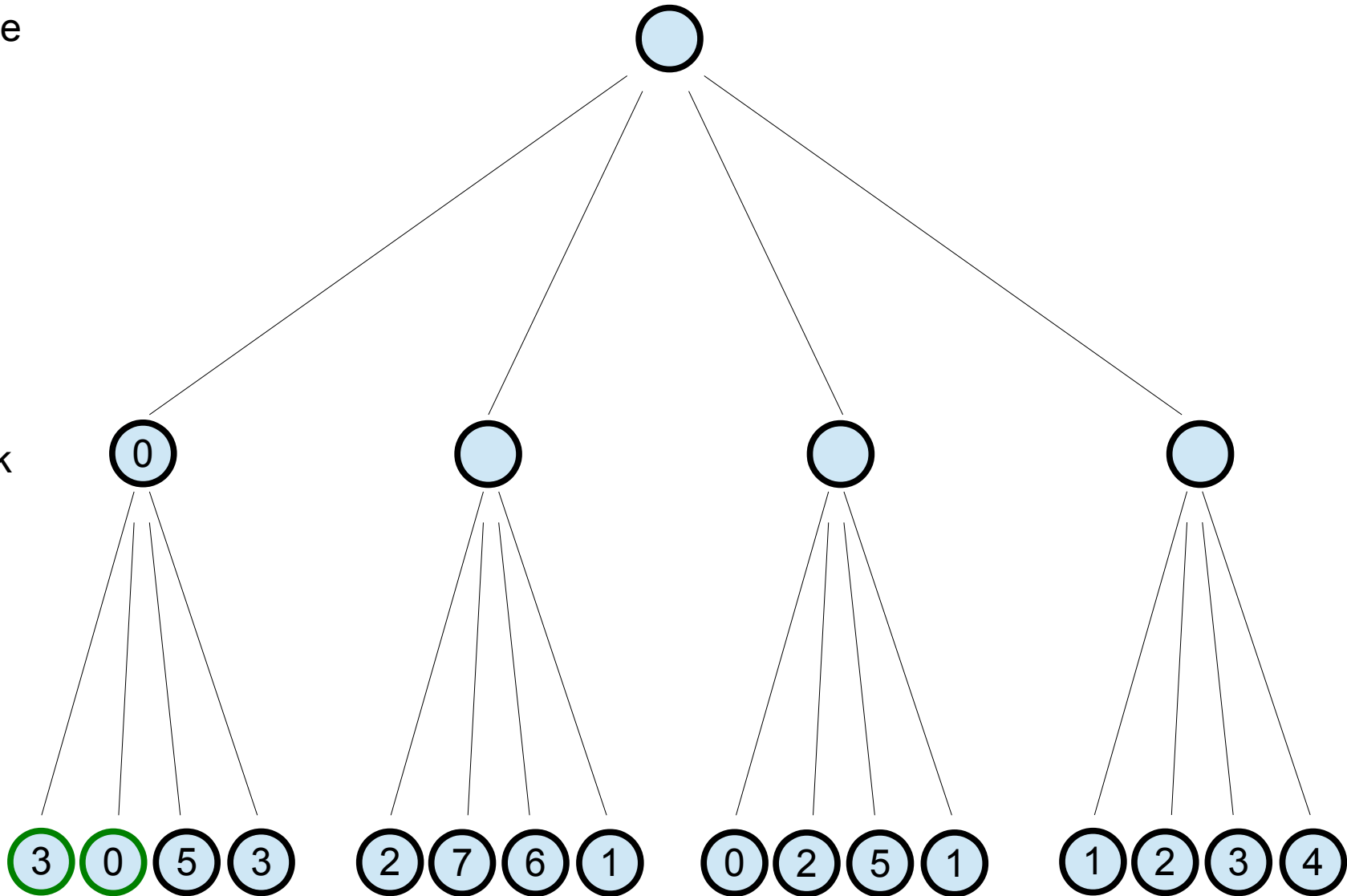
Black



MIN = 0  
MAX = -INF

White

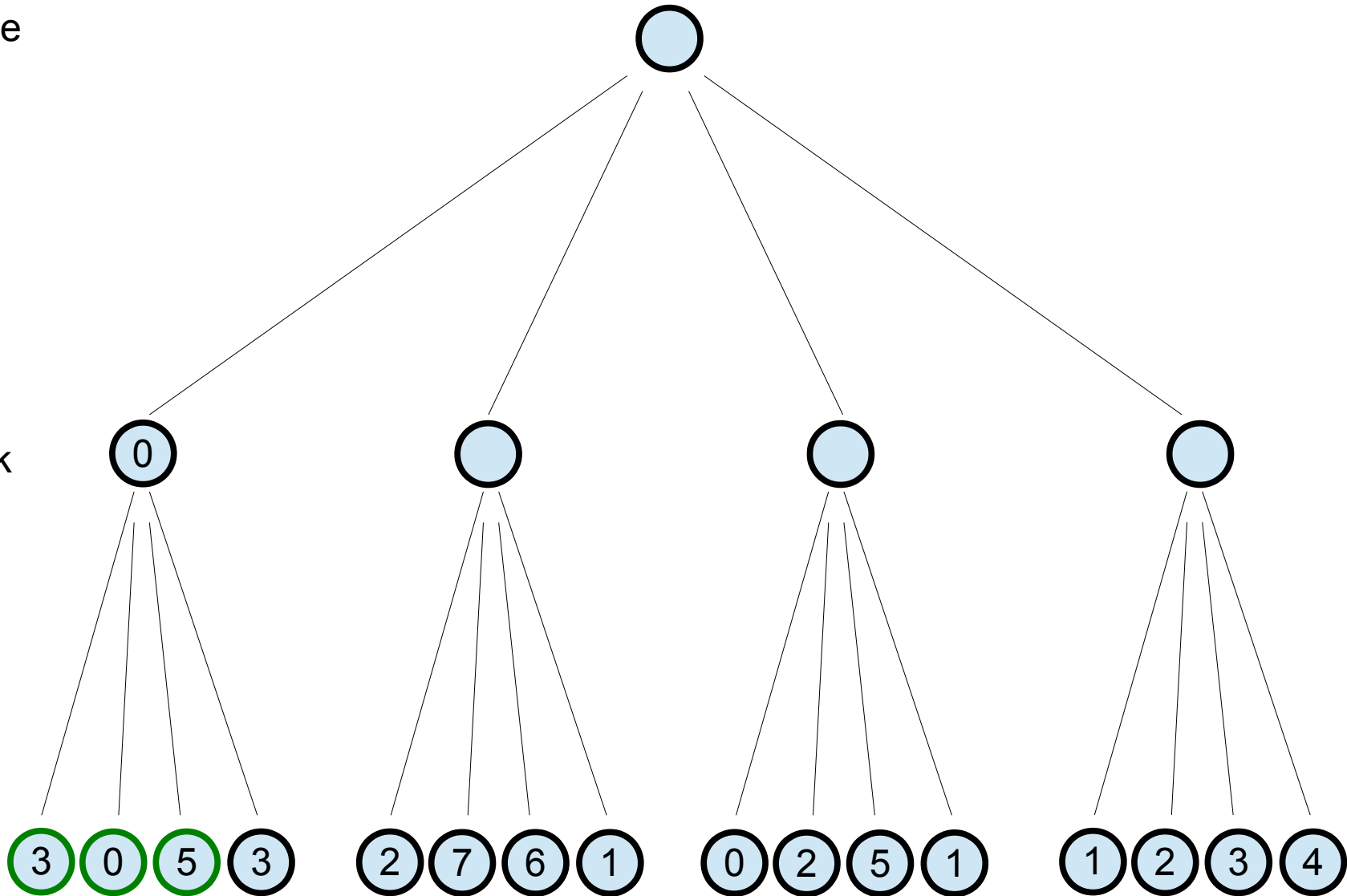
Black



MIN = 0  
MAX = -INF

White

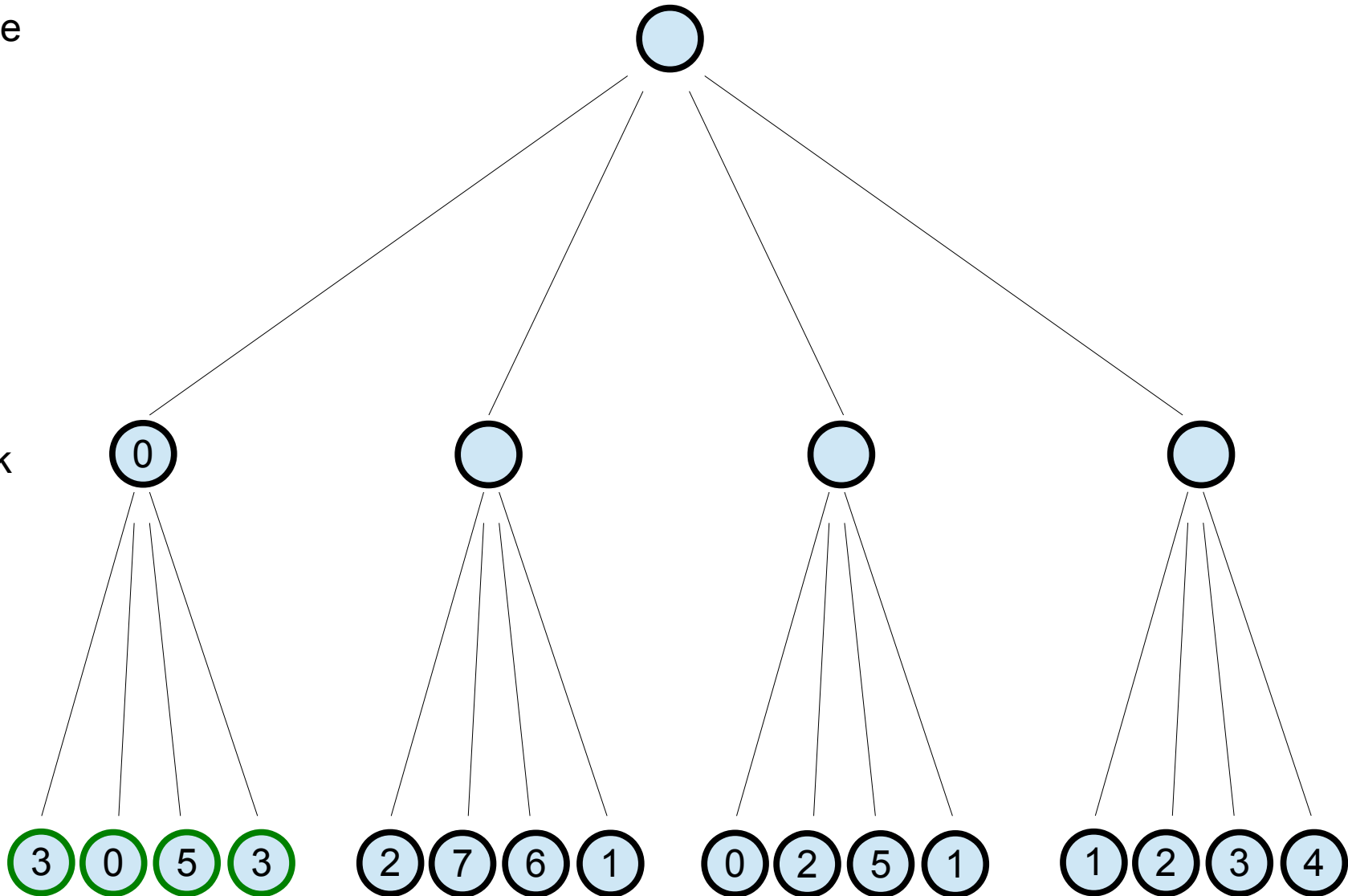
Black



MIN = 0  
MAX = -INF

White

Black



MIN = INF  
MAX = 0

White

0

Black

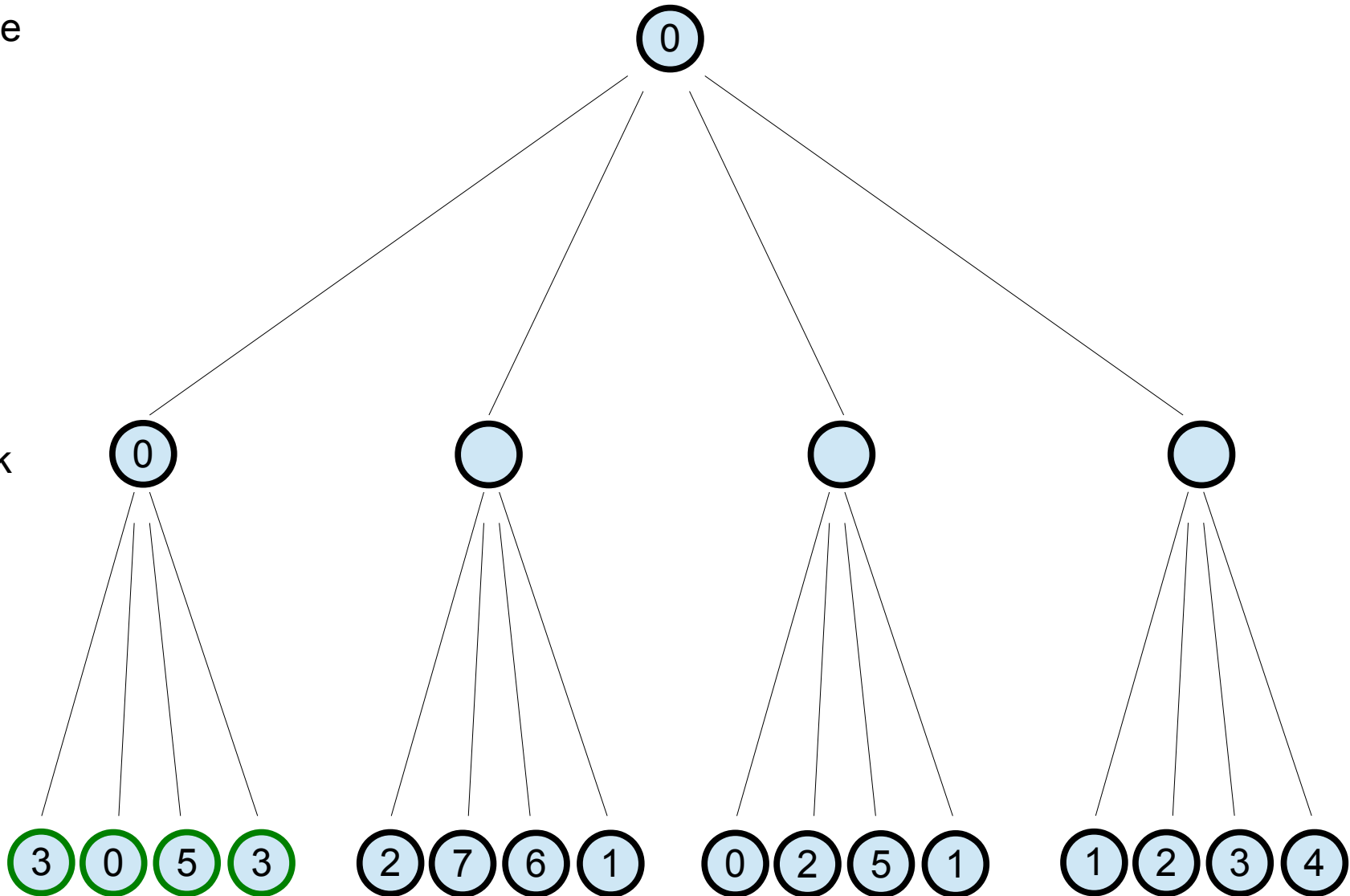
0

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4



MIN = 2  
MAX = 0

White

0

Black

0

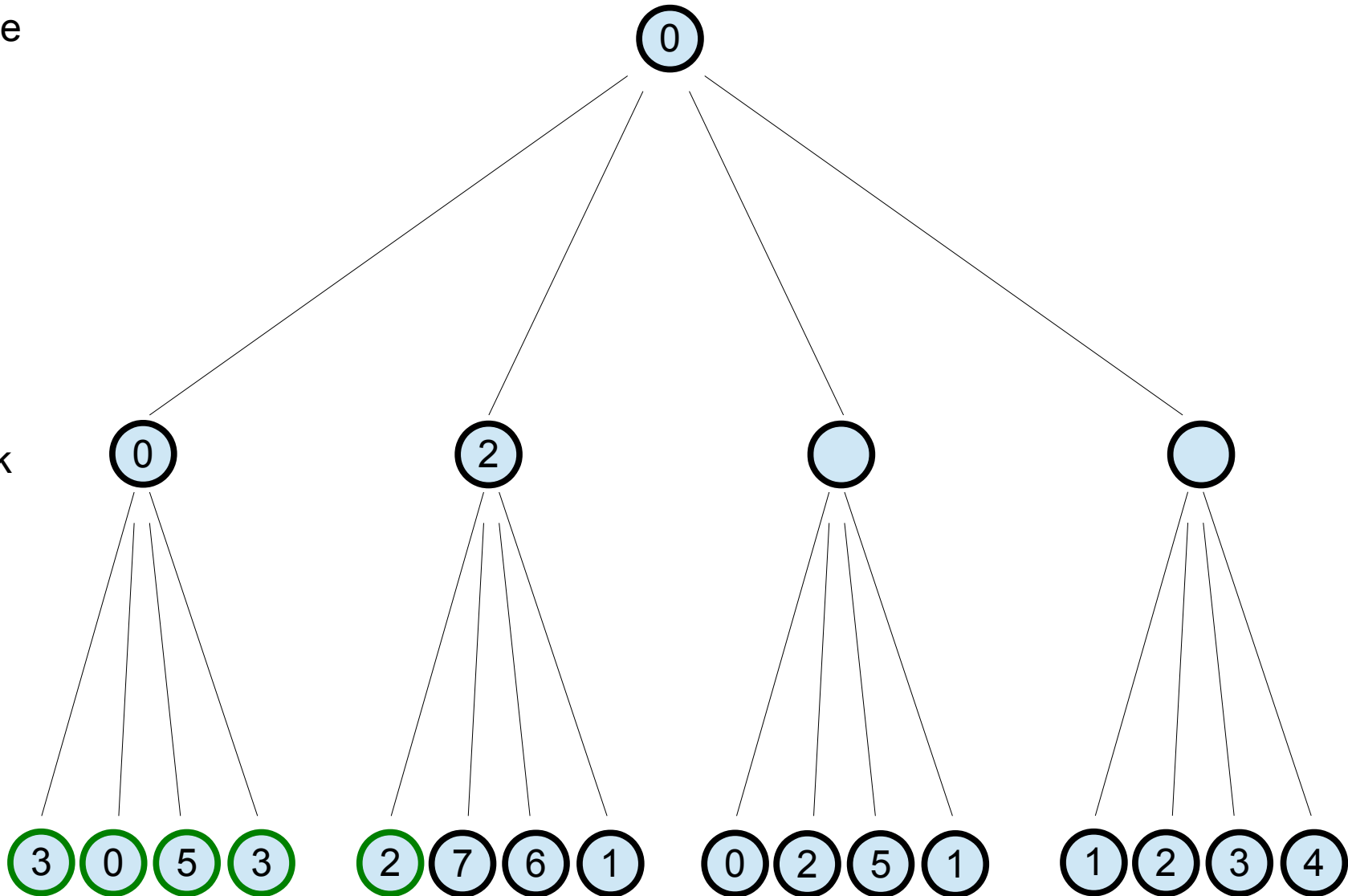
2

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4



MIN = 2  
MAX = 0

White

0

Black

0

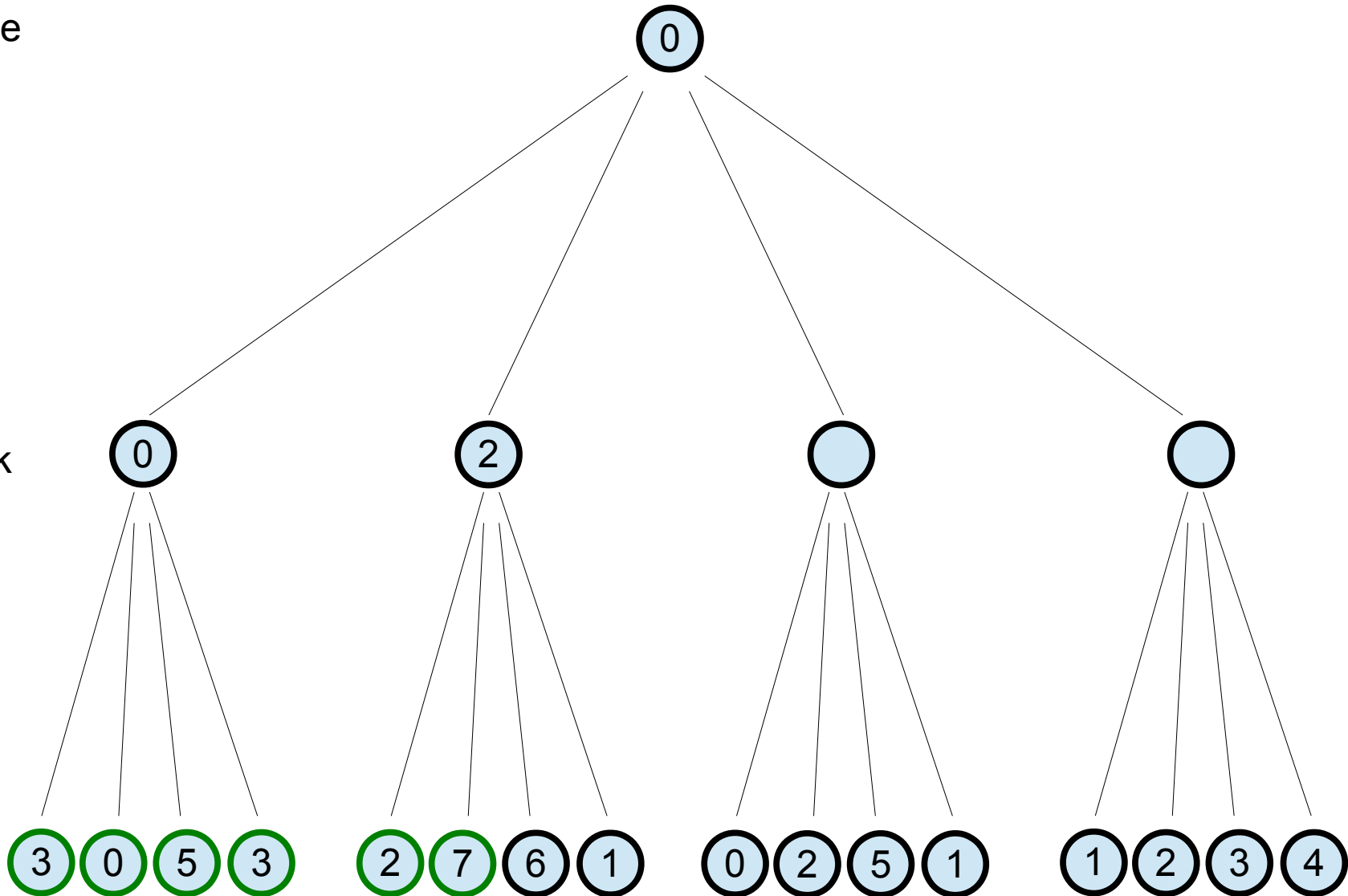
2

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4





MIN = 2  
MAX = 0

White

0

Black

0

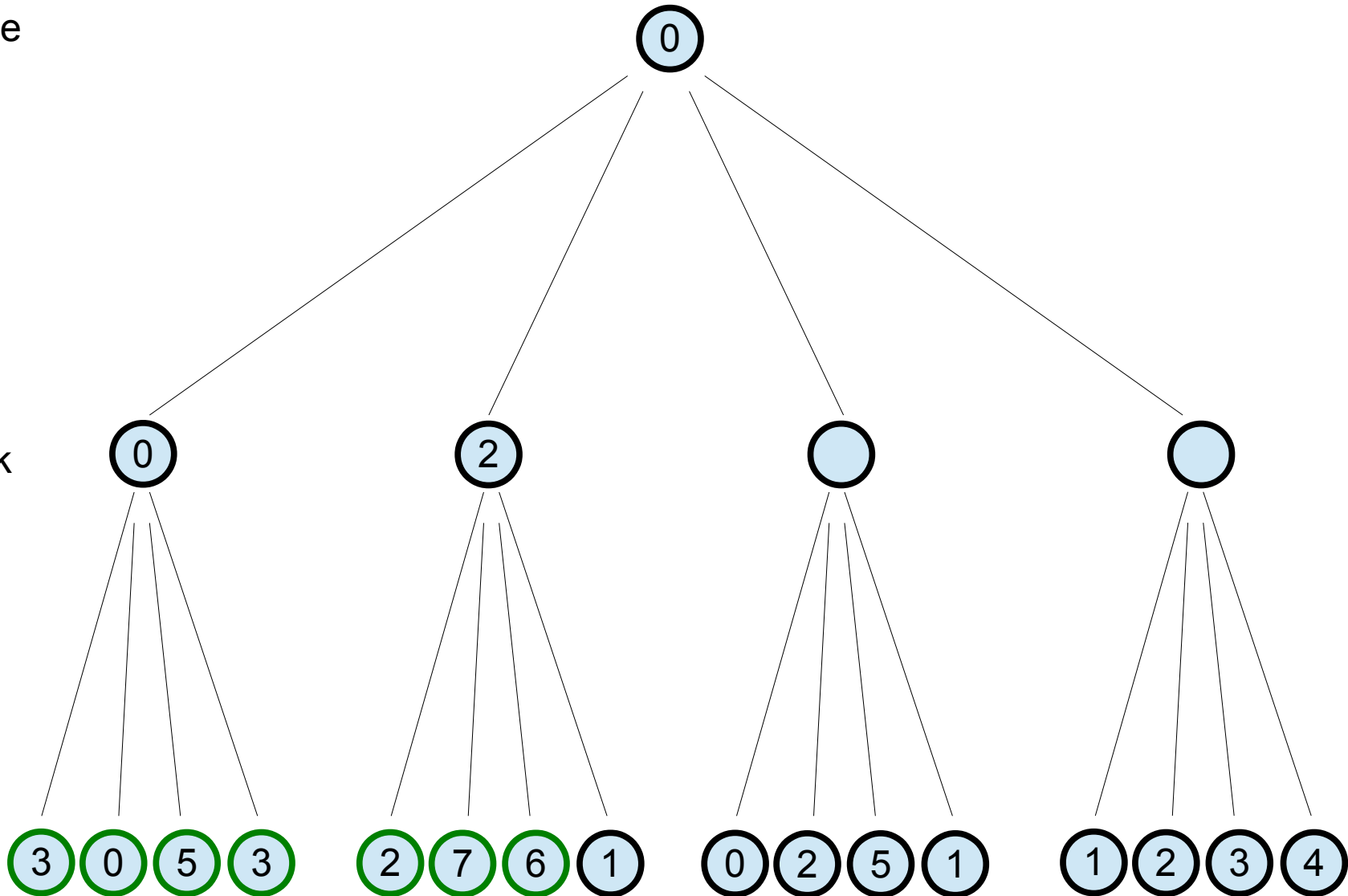
2

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4



MIN = 1  
MAX = 0

White

0

Black

0

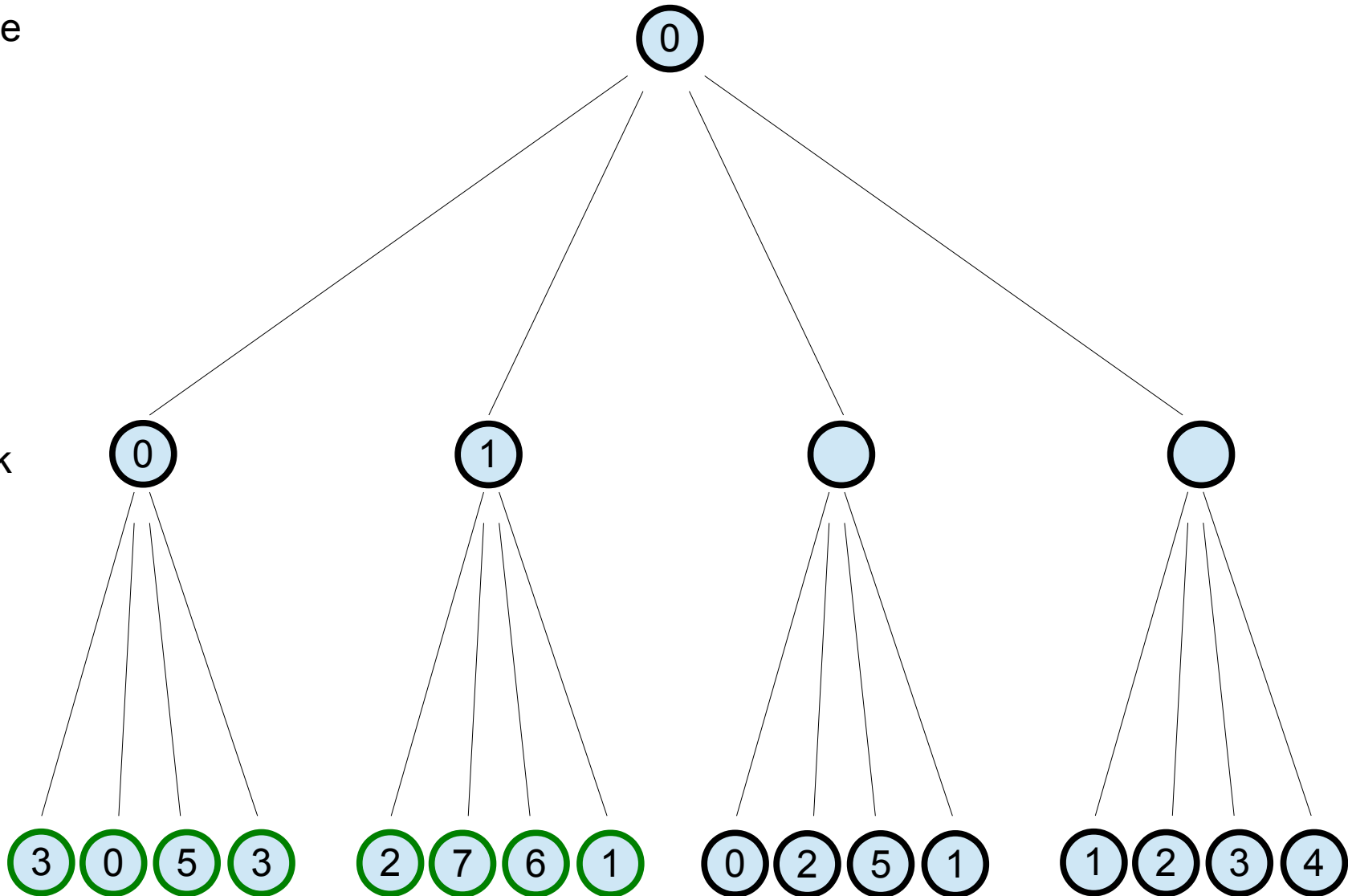
1

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4



MIN = INF  
MAX = 1

White

1

Black

0

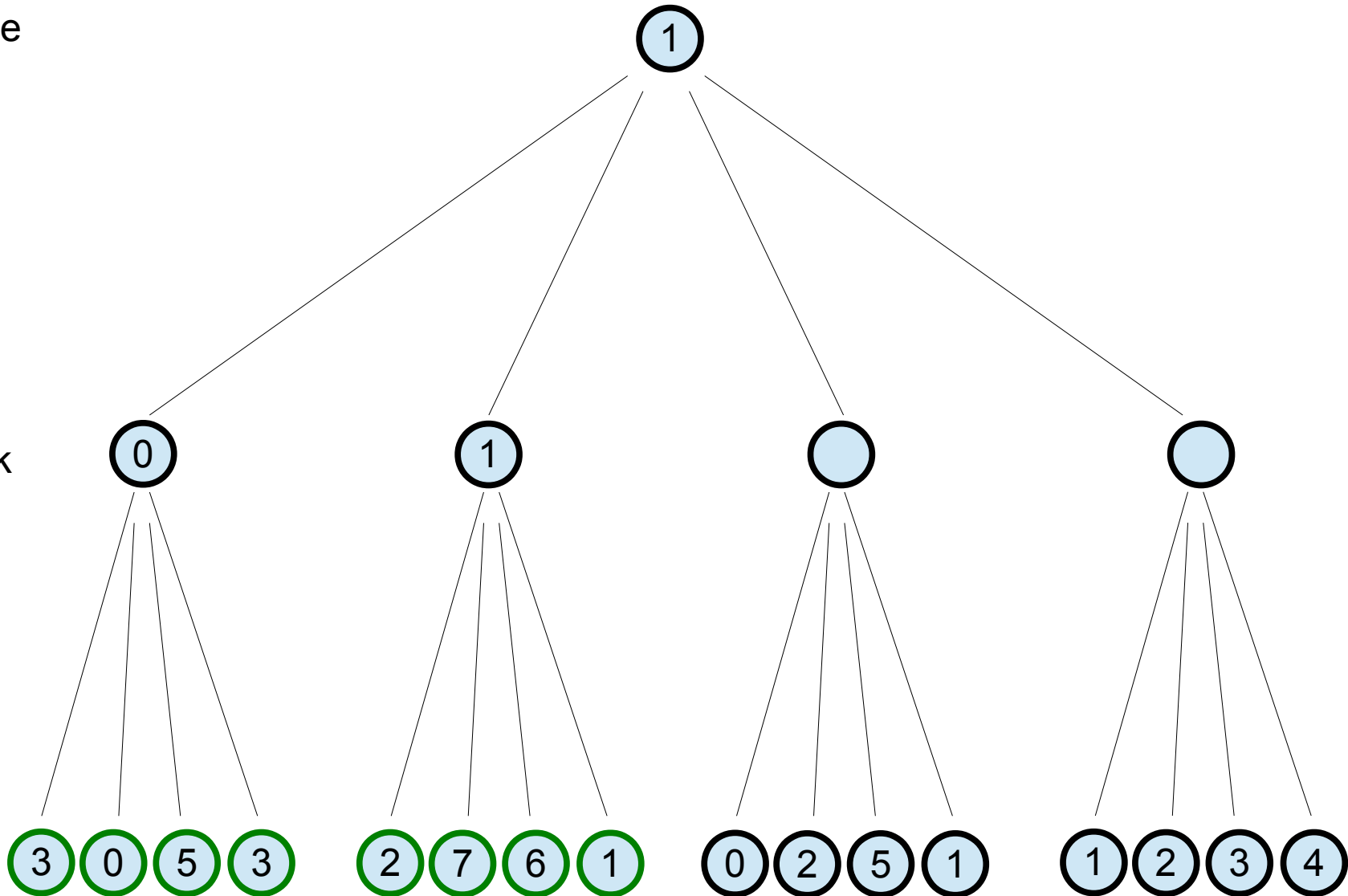
1

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4



MIN = 0  
MAX = 1

White

1

Black

0

1

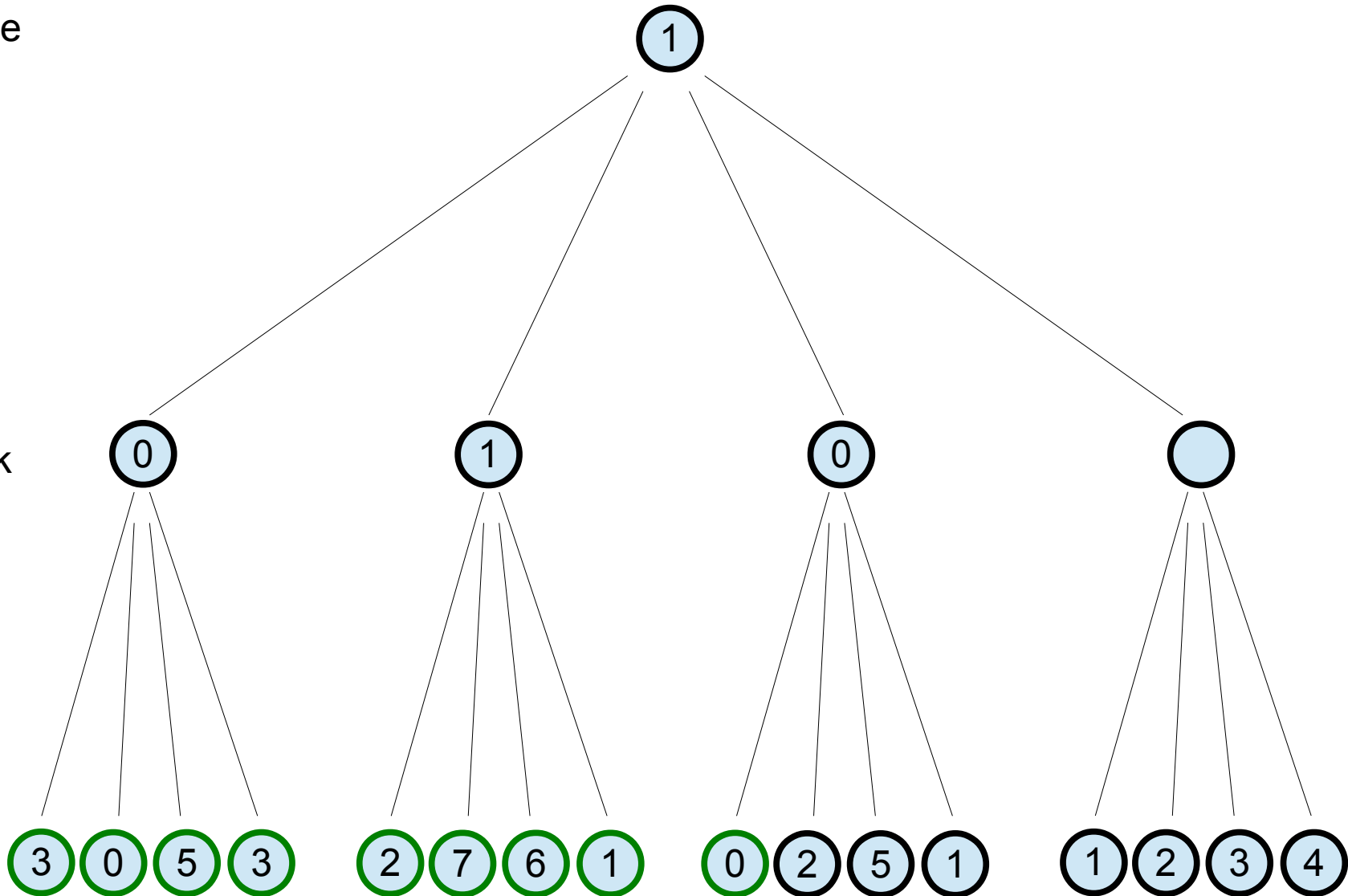
0

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4



MIN = 0  
MAX = 1  
MIN >= MAX

White

1

Black

0

1

0

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4

MIN = 1  
MAX = 1

White

1

Black

0

1

0

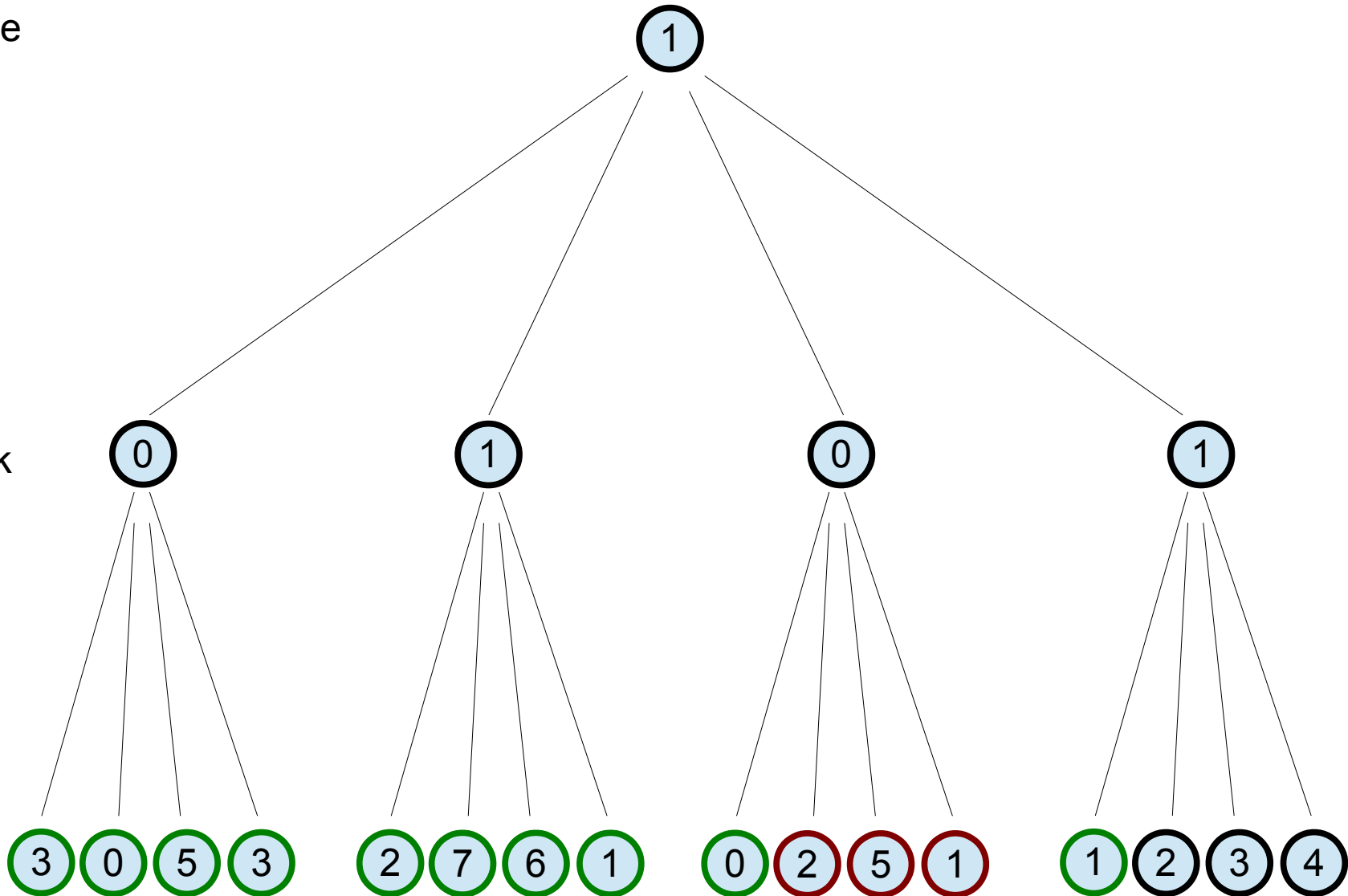
1

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4



MIN = 1  
MAX = 1  
MIN >= MAX

White

1

Black

0

1

0

1

3 0 5 3

2 7 6 1

0 2 5 1

1 2 3 4

