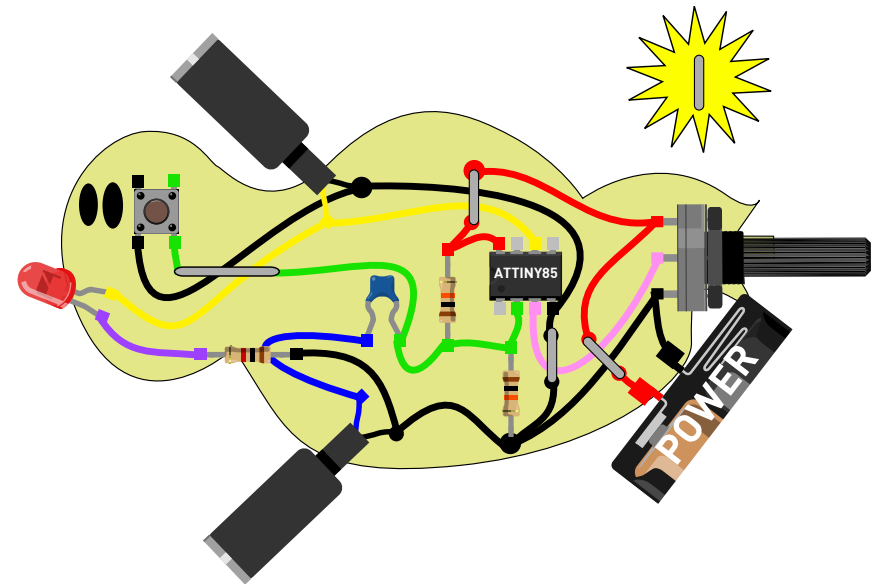
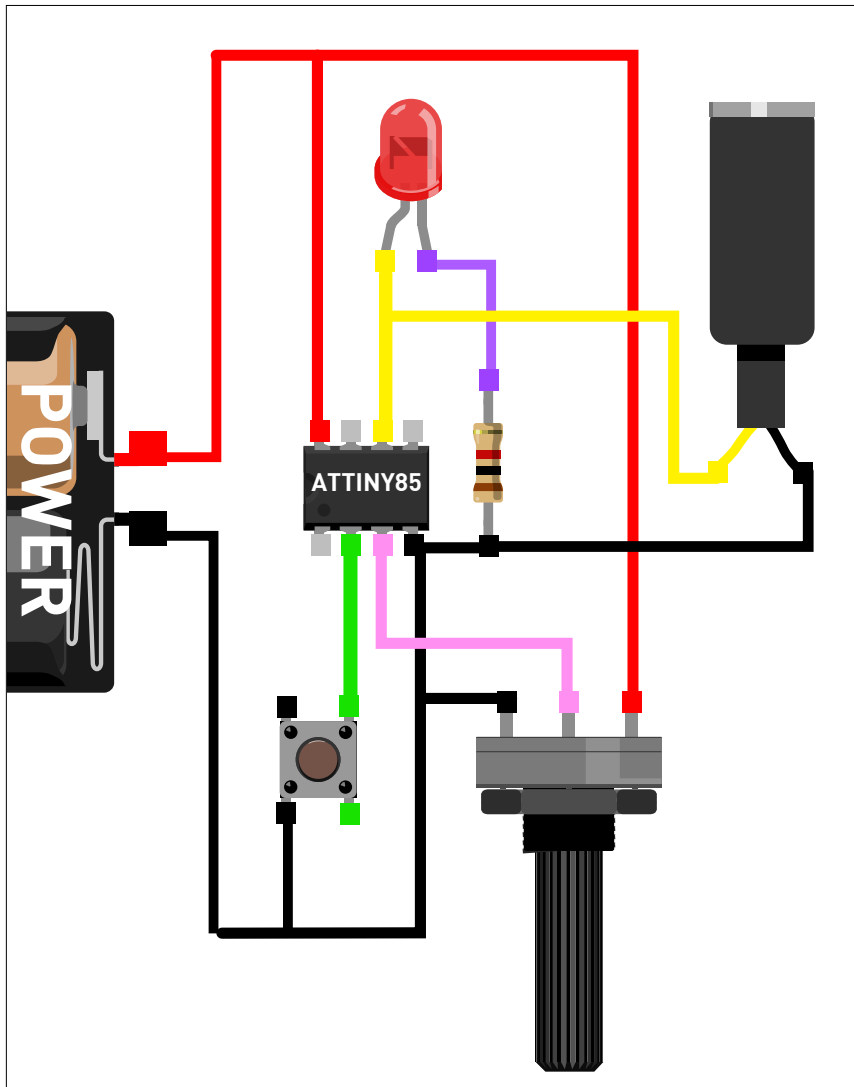


ESQUEMA SIMPLE (SIN PROGRAMADOR)



```
t * 5 & (t >> 7) | t * 3 & (t * 4 >> 10);
```