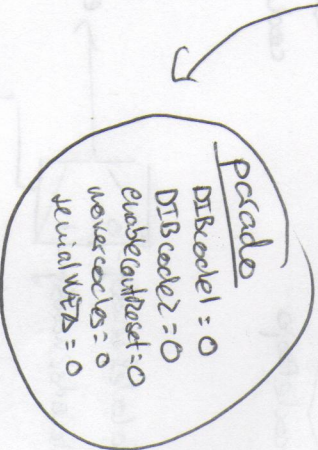
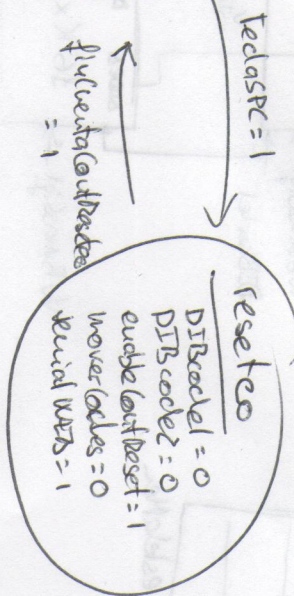
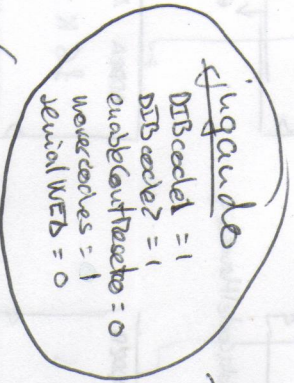




may collision = 0



may collision = 1

source codes:

code 1

Q →

X →

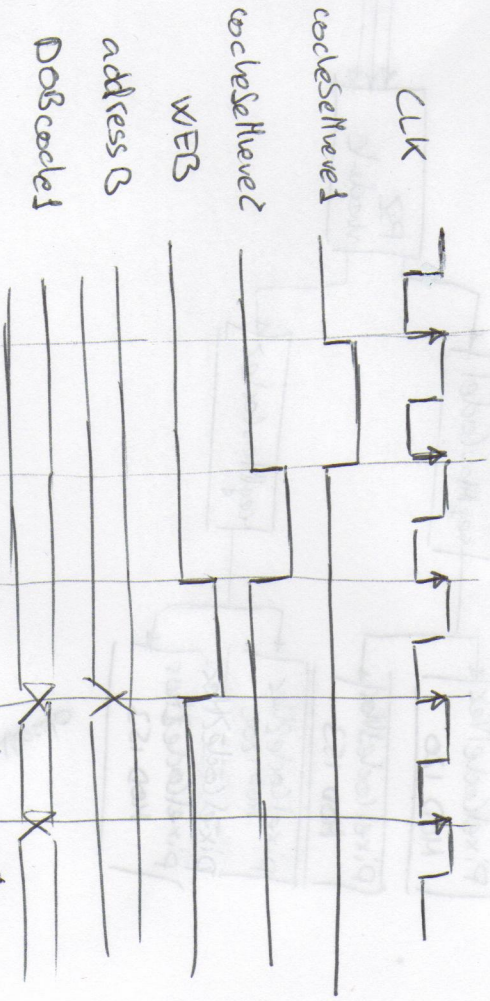
code 2

P →

L →

N →

M →



leo para ver si hay collision

si no hay cache descrito

