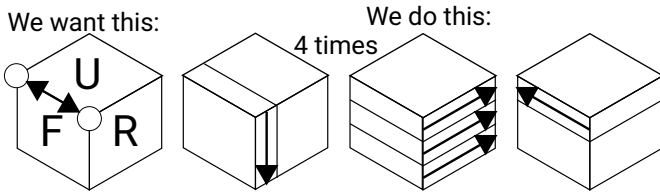
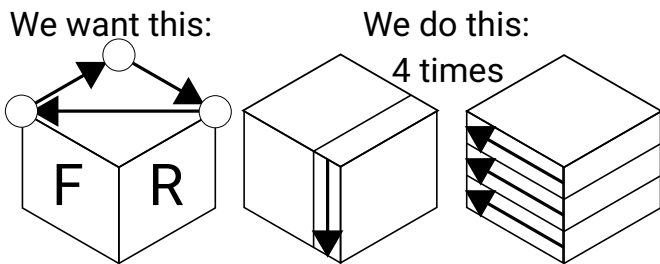


# Rubik cube solving

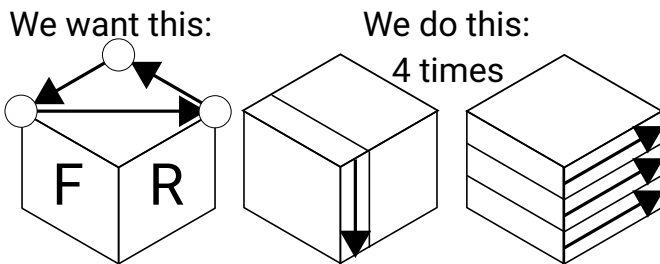
## 1 Adjacent vertex exchange



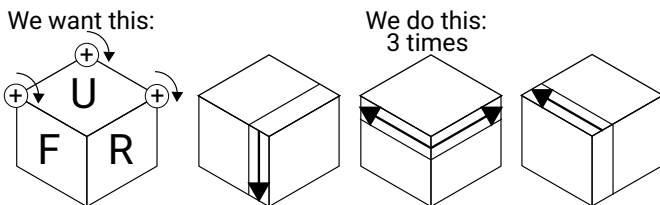
## 2 Triple vertex exchange forward



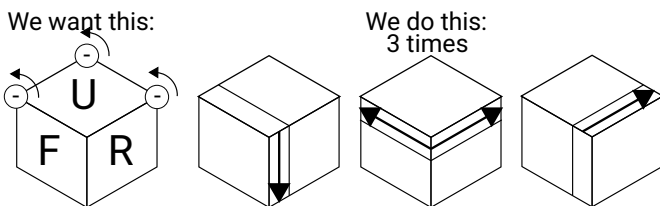
## 3 Triple vertex exchange backward



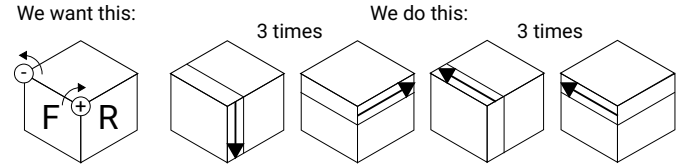
## 4 Triple corner rotate forward



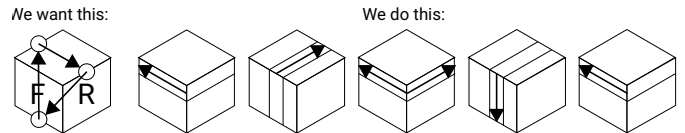
## 5 Triple corner rotate backward



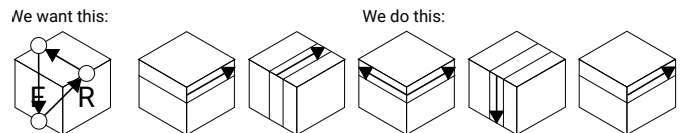
## 6 Double corner rotate



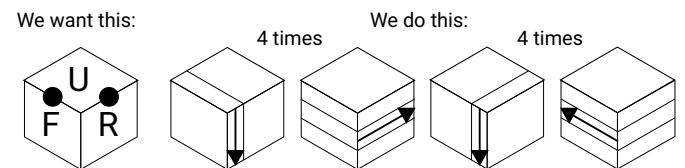
## 7 Edge change forward



## 8 Edge change backward



## 9 Edge change horizontal



## 10 Edge change vertical

