



The diagram shows a 3x6 grid. The columns are numbered 1 to 6 from left to right. The rows contain various icons:

- Row 1: Column 1 is empty. Column 2 has a refresh icon. Column 3 has a +1 icon. Column 4 has a lock icon. Column 5 has a question mark icon. Column 6 has three person icons.
- Row 2: Column 1 has a refresh icon. Column 2 has an empty circle. Column 3 has an empty circle. Column 4 has an empty circle. Column 5 has an empty circle. Column 6 has a red cat icon.
- Row 3: Column 1 has a lock icon. Column 2 has an empty circle. Column 3 has an empty circle. Column 4 has an empty circle. Column 5 has an empty circle. Column 6 has a pink question mark icon.
- Row 4: Column 1 has a +1 icon. Column 2 has an empty circle. Column 3 has an empty circle. Column 4 has an empty circle. Column 5 has an empty circle. Column 6 has a grey question mark icon.

A 4x6 grid of numbers 1-6. The top row has a black circle with a white '+1' above the first column, and a yellow circle with a black question mark above the second, third, fourth, fifth, and sixth columns. A red fox head icon is above the third column. The grid contains the following numbers:

1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6

Below the grid is a row of six numbers in black circles: 2, 4, 7, 11, 16, 22. Below each of these numbers is a small number: 1, 2, 3, 4, 5, 6.

The screenshot displays the 'Sudoku' game interface, which is a logic puzzle game. It features three rows of puzzle pieces, each with a unique icon and a question mark. The pieces are arranged in a grid, and the player's goal is to solve the puzzle by matching the icons and numbers.

The top row is blue and contains 12 pieces with the following numbers: 1, 3, 6, 10, 15, 21, 28, 36, 45, 55, 66, 78. The middle row is green and contains 12 pieces with the following math problems:  $x2$ ,  $x2$ ,  $x2$ ,  $x1$ ,  $x3$ ,  $x3$ ,  $x3$ ,  $x2$ ,  $x3$ ,  $x1$ ,  $x4$ ,  $x1$ . The bottom row is pink and contains 12 pieces with the following comparison symbols:  $>2$ ,  $>3$ ,  $>4$ ,  $>5$ ,  $>6$ ,  $>2$ ,  $>3$ ,  $>4$ ,  $>5$ ,  $>6$ .

Each piece has a unique icon and a question mark. The icons include a cube, a cat, a dog, a bird, a fish, a frog, a turtle, a snake, a spider, a bee, a butterfly, and a ladybug. The question marks are in different colors: blue, green, yellow, and pink.



The diagram illustrates a 3x6 grid world environment. The top row shows six states, each with a number (1-6) and an action icon: 1 (refresh), 2 (+1), 3 (lock), 4 (?), 5 (3 people), and 6 (2 people). The middle row shows the same actions on a grid of circles, with a red cat icon in the last cell. The bottom row shows the same actions on a grid of circles, with a pink question mark icon in the last cell.

1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
2	4	7	11	16	22
1	2	3	4	5	6

A horizontal number line from 0 to 100. Major tick marks are labeled every 10 units (0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100). Minor tick marks are present every 2 units. A box labeled "TOTAL" is at the right end of the line.

A horizontal number line from 0 to 100. The line is divided into 10 equal segments by vertical tick marks. The numbers 0, 20, 40, 60, 80, and 100 are labeled below the line. Above the line, there are six empty boxes for writing numbers, each spanning two segments: from 0 to 20, 20 to 40, 40 to 60, 60 to 80, 80 to 90, and 90 to 100. Below the line, there are six plus signs (+) positioned between the tick marks at 10, 30, 50, 70, 80, and 90. To the right of the 100 mark, there is a large empty rectangular box for the total. Below this box, the word "TOTAL" is written in bold capital letters.