



		0		1					1		0	0
				1	1	0	0		0			
		0					1	0	1		1	
				0	1				0		0	
		1		1		1			1		1	0
	1		0		1		0		0		0	
		0					0		1	0	1	
		1		1	1		1		1	0		
			1		0	1	0				0	
0					0	1			0	1	0	
	1	0	0			0				0		
1		0	0		1					1	0	0
				0	0	1			0			1
0			0			1			0	0	1	



	0	1					1	0	0	1	0	1
	0			1			0	1	0		0	
		1				1	0	1				
					1			0	1			
1	0					0		0				1
0		1			1	1			1			
1	1	0	1			1					1	
			1				1		0			
1			1					1		0		0
	1		0		0		1	1		1		1
		1	1					1	0	1		0
	1						0	0			1	1
0				0				1	0		0	
1			1	0	1			1	0		1	1



1	1	0	1	1	0	0	1	0	0	1	1	0	0
0	0	1	0	1	1	0	0	1	1	0	0	1	1
1	0	0	1	0	0	1	1	0	1	1	0	1	0
0	1	0	1	0	1	0	0	1	0	1	1	0	1
1	0	1	0	1	0	1	1	0	1	0	0	1	0
0	1	1	0	1	1	0	0	1	0	0	1	0	1
1	0	0	1	0	0	1	0	0	1	1	0	1	1
0	0	1	0	1	1	0	1	0	1	1	0	1	0
1	1	0	1	0	0	1	0	1	0	0	1	0	1
0	0	1	1	0	0	1	1	0	1	0	1	0	1
0	1	0	0	1	1	0	1	1	0	1	0	1	0
1	1	0	0	1	1	0	0	1	1	0	1	0	0
1	0	1	1	0	0	1	1	0	0	1	0	0	1
0	1	1	0	0	1	1	0	1	0	0	1	1	0



2 Binair Oplossing (76)

1	0	1	0	1	1	0	0	1	0	0	1	0	1
1	0	1	0	1	1	0	1	0	1	0	1	0	0
0	1	0	1	0	0	1	1	0	1	1	0	1	0
1	0	1	0	1	0	1	0	1	0	0	1	0	1
0	1	0	1	0	1	0	0	1	0	1	1	0	1
0	0	1	1	0	0	1	1	0	1	1	0	1	0
1	1	0	0	1	0	1	1	0	1	0	0	1	0
0	1	1	0	1	1	0	0	1	0	0	1	0	1
1	0	0	1	0	0	1	1	0	1	1	0	1	0
0	1	0	0	1	0	0	1	1	0	1	0	1	1
1	0	1	1	0	1	1	0	0	1	0	1	0	0
0	1	0	1	1	0	1	0	0	1	0	0	1	1
0	1	1	0	0	1	0	1	1	0	1	0	1	0
1	0	0	1	0	1	0	0	1	0	1	1	0	1