



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



2 Binair (70)

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



3 Binair (70)

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



4 Binair (70)

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



1 Binair Oplossing (70)

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



2 Binair Oplossing (70)

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



3 Binair Oplossing (70)

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



4 Binair Oplossing (70)

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