



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



2 Binair (80)

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



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



4 Binair (80)

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



1 Binair Oplossing (80)

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



2 Binair Oplossing (80)

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



3 Binair Oplossing (80)

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



4 Binair Oplossing (80)

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