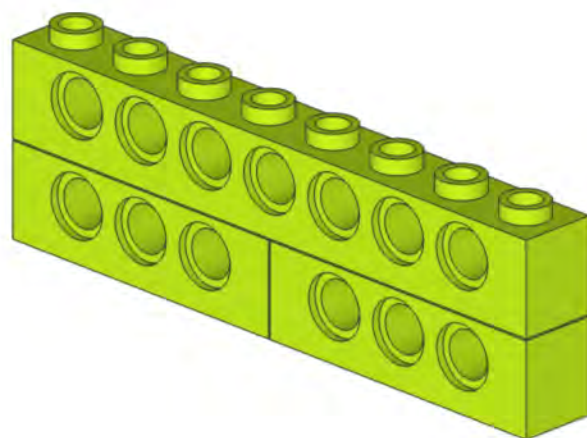
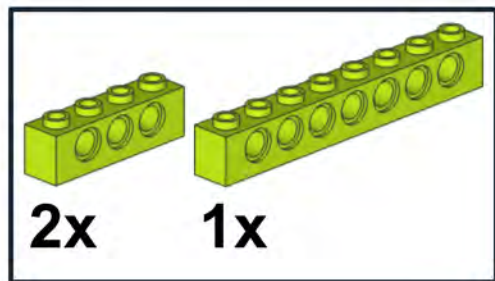




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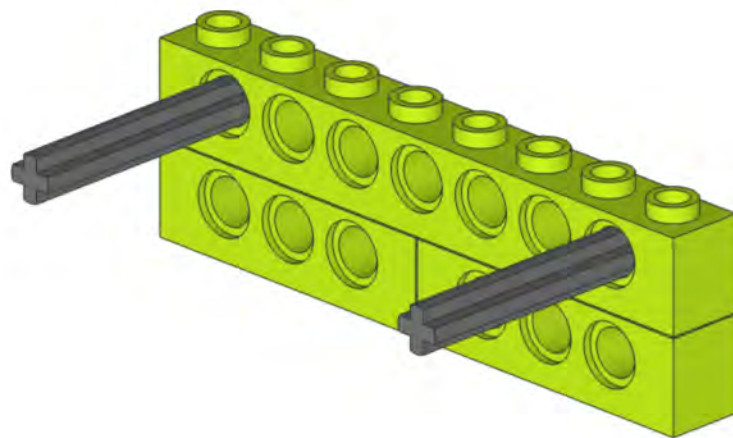
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2



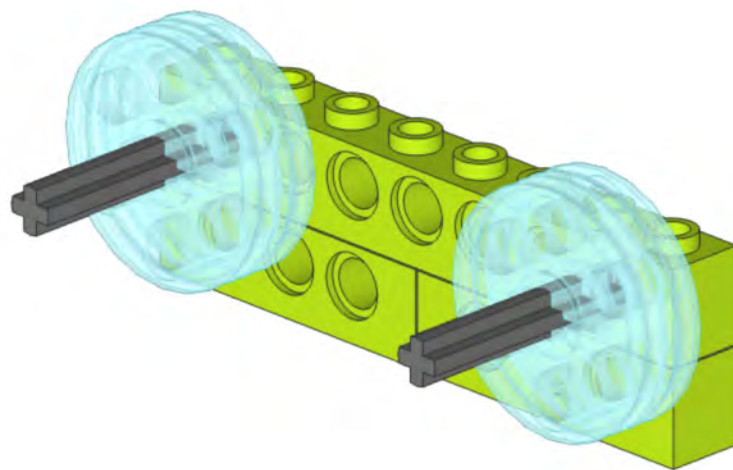
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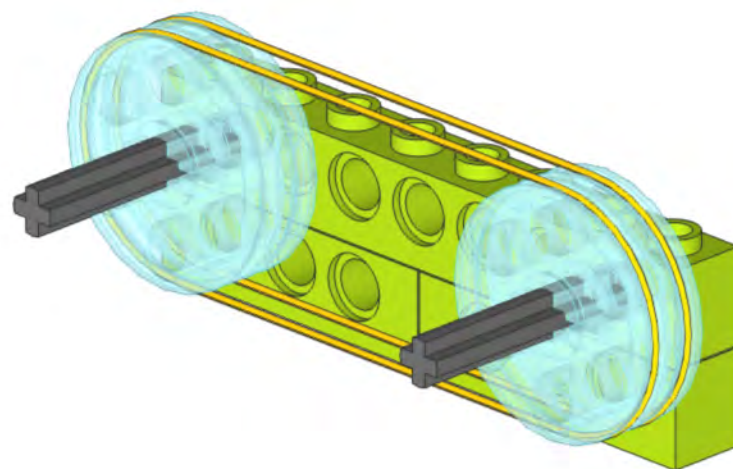


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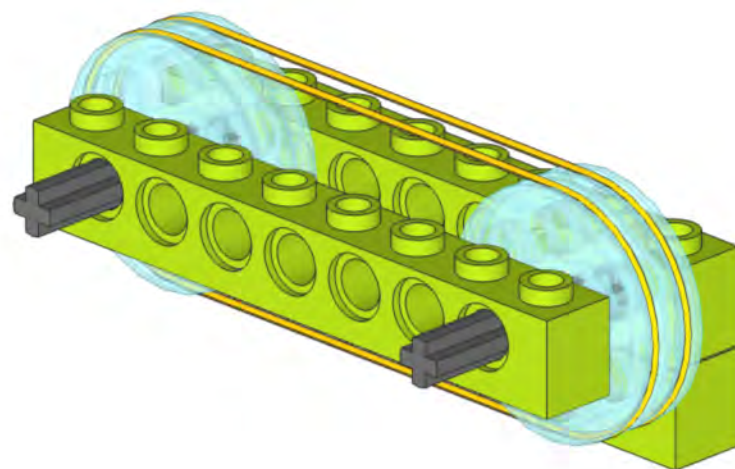
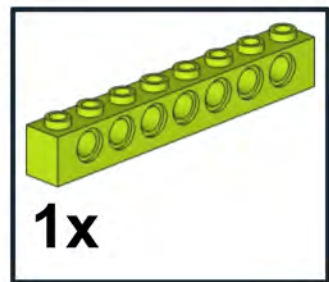


4x

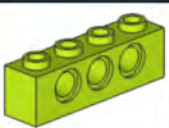




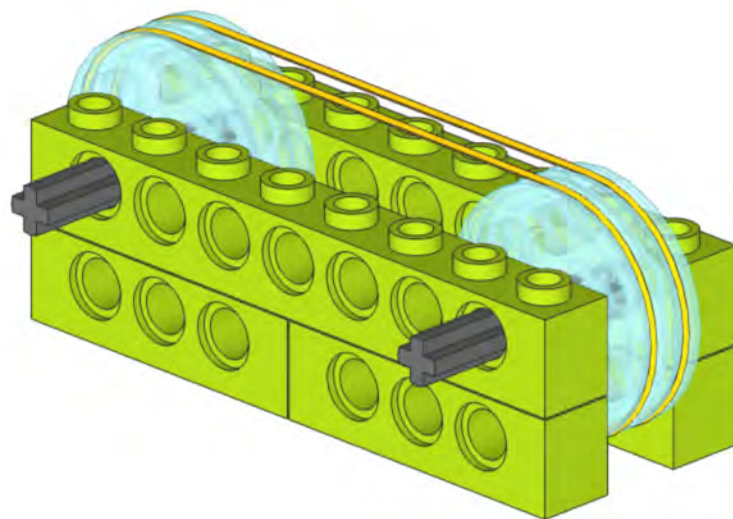
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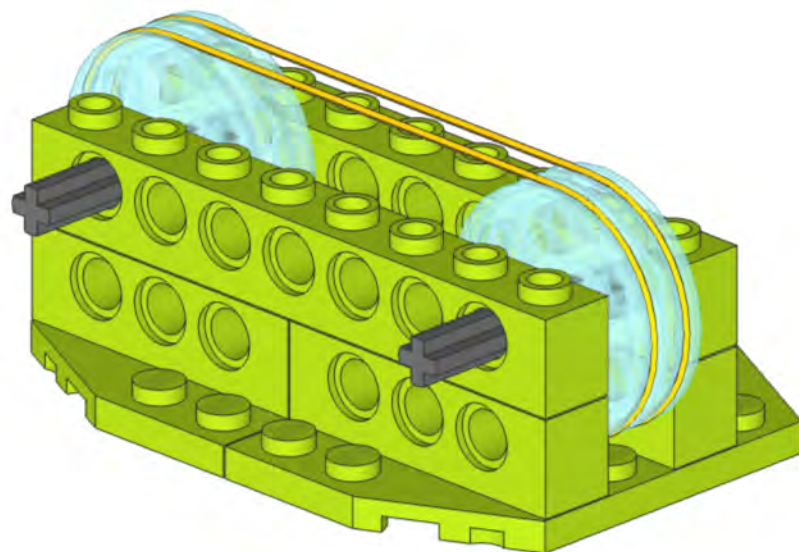
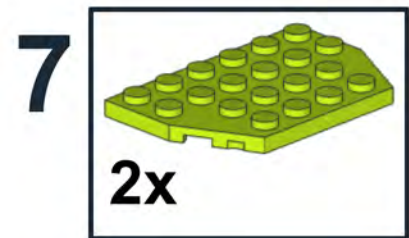


6



2x

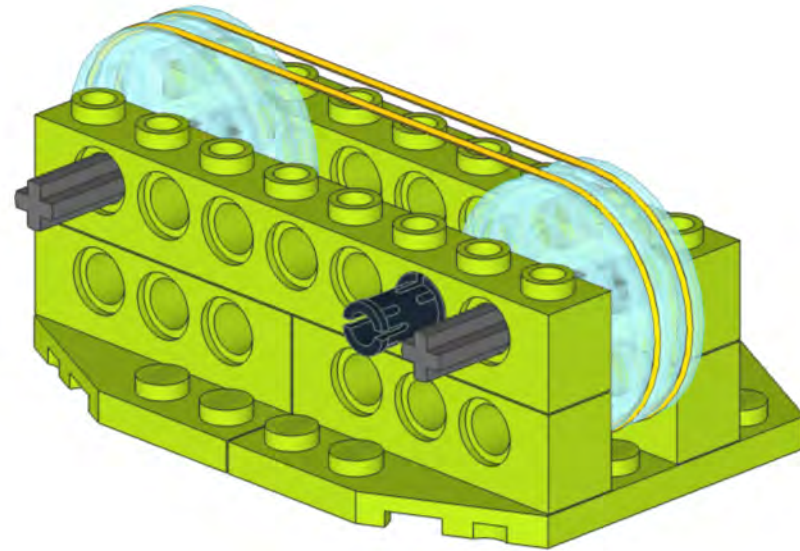




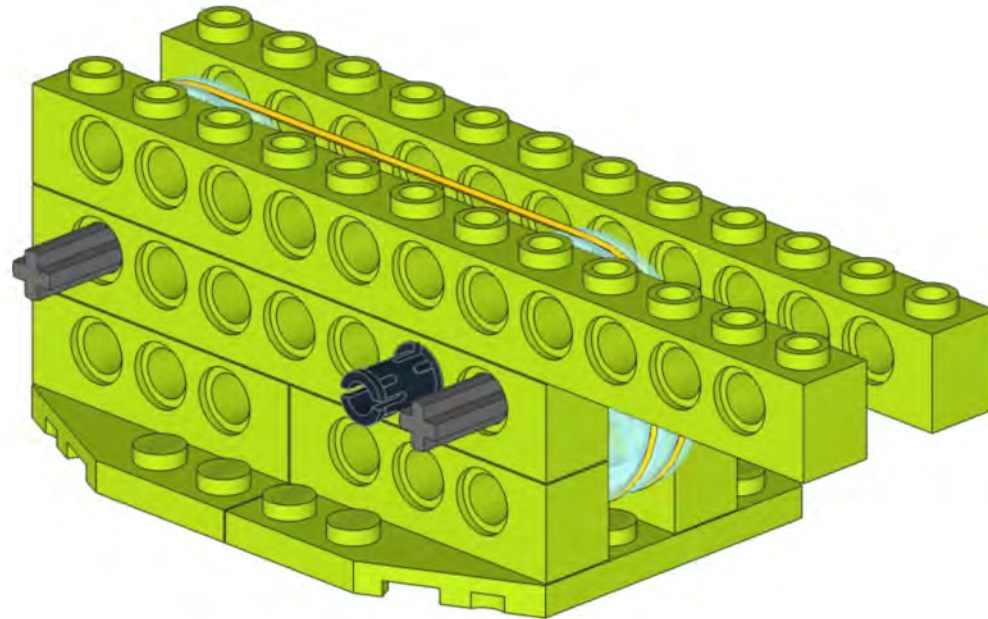
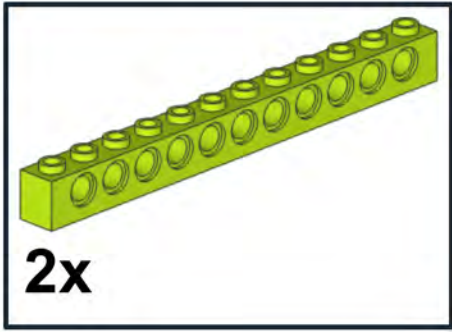
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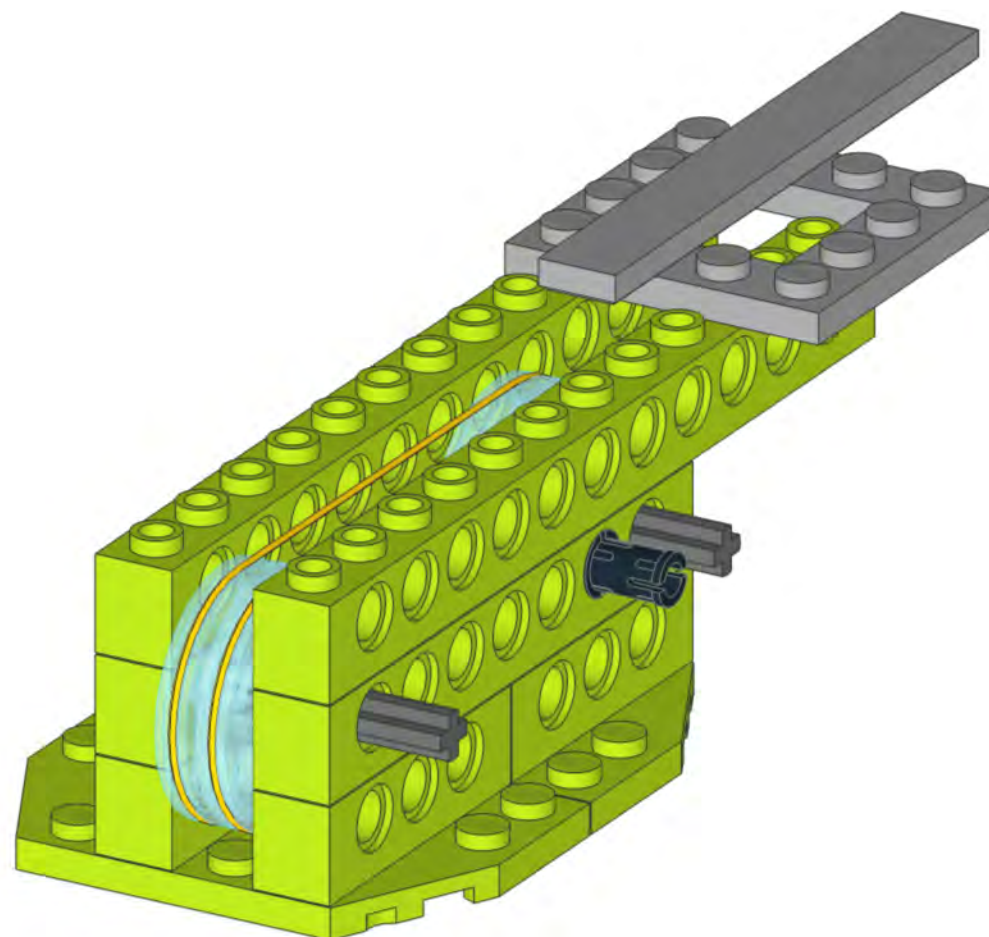
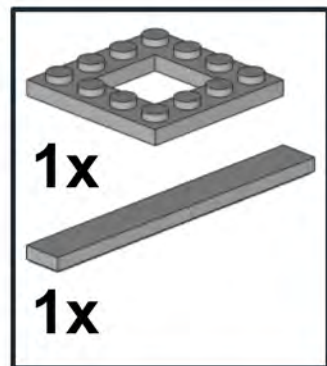
1x



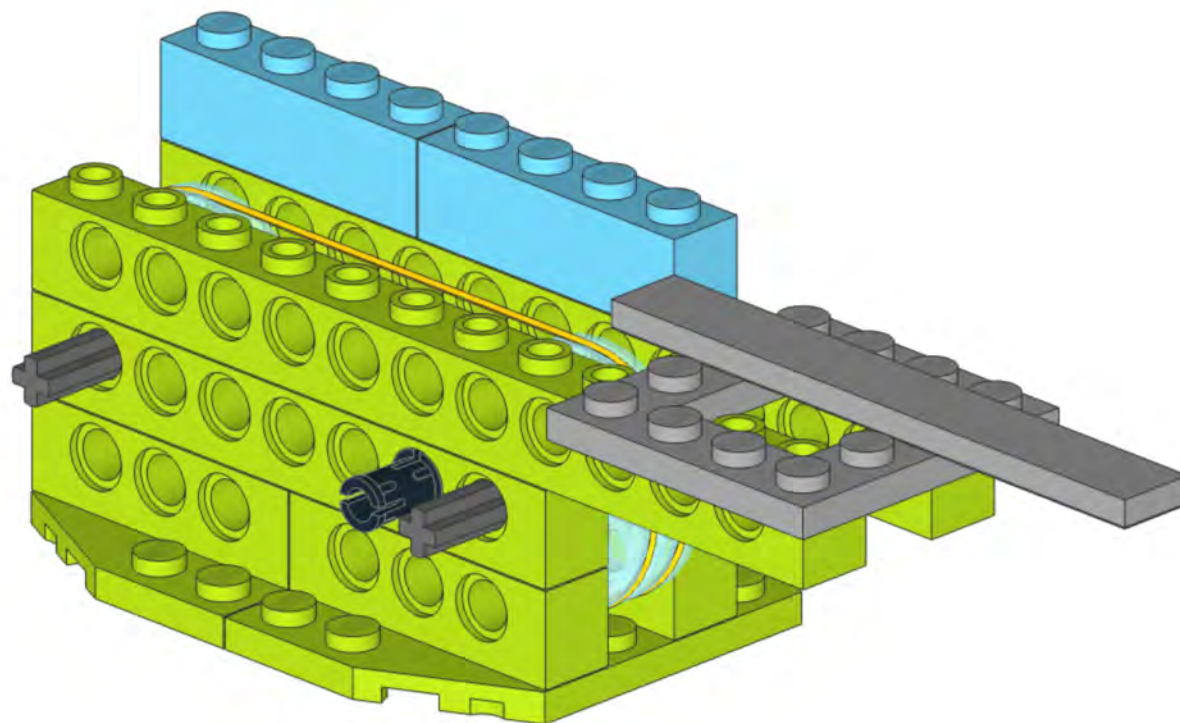
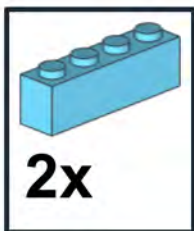
9



10

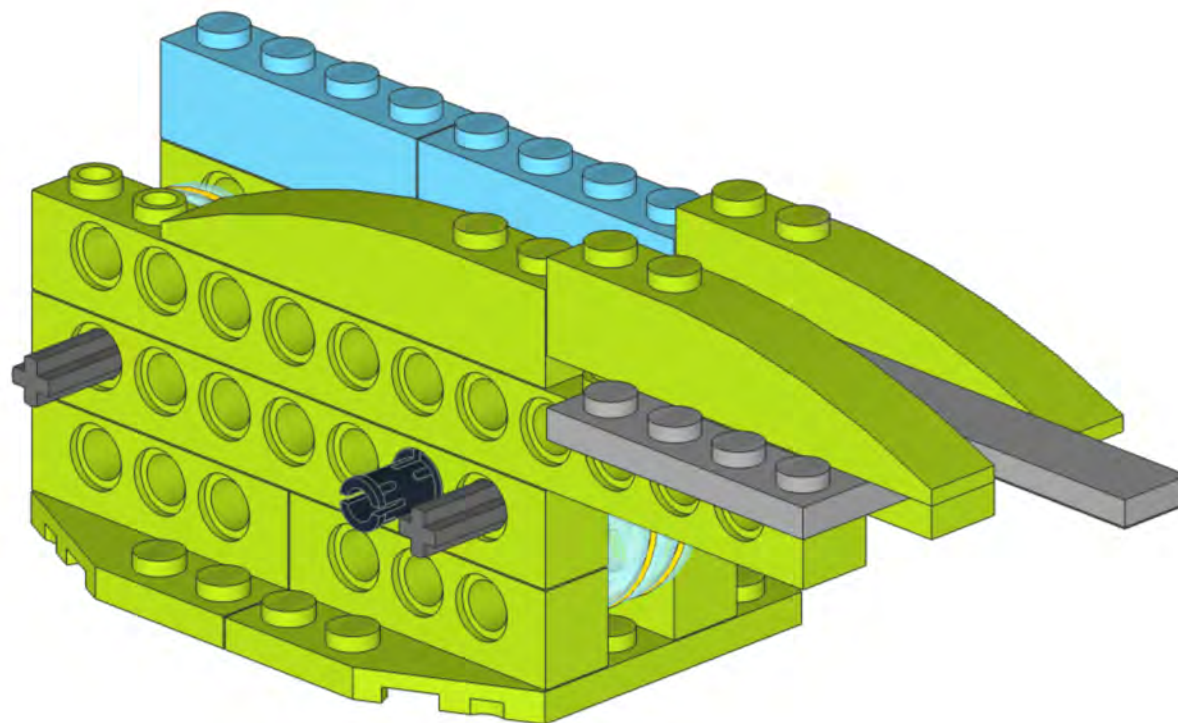


11

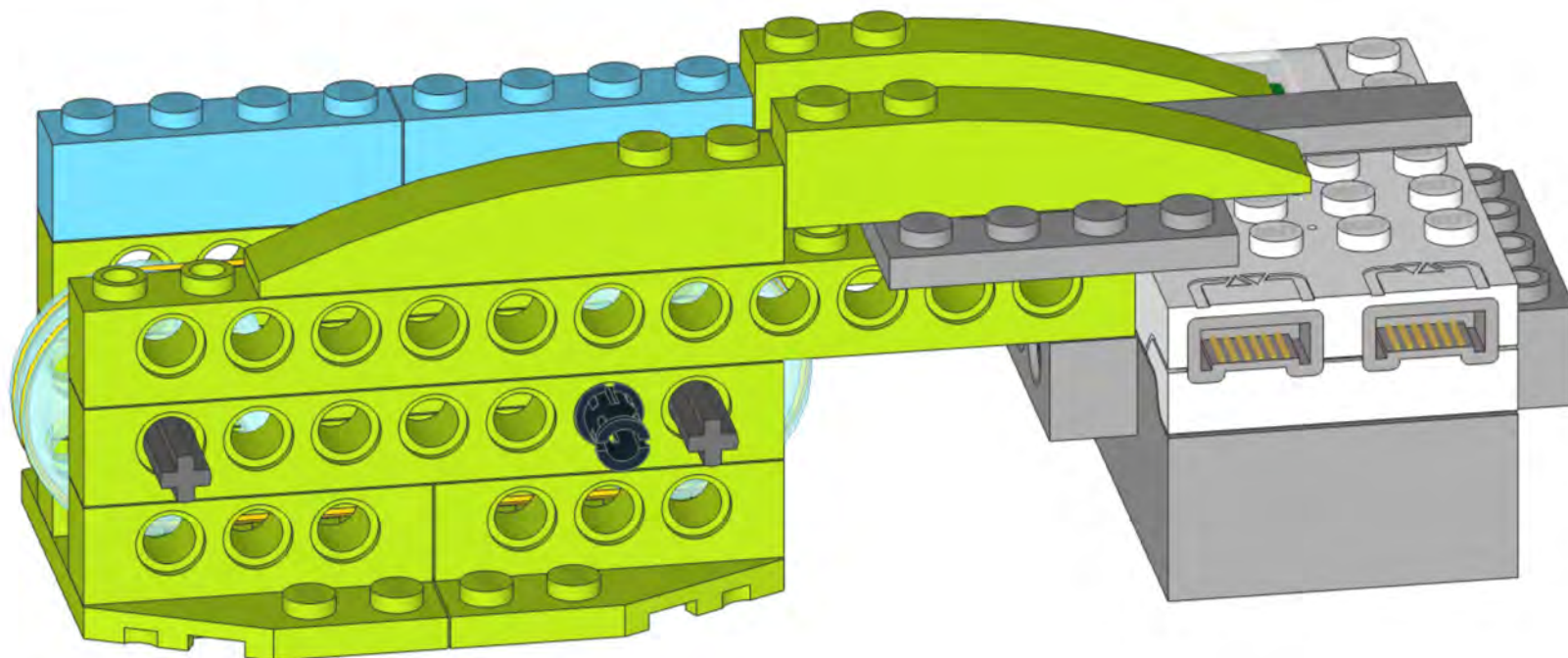
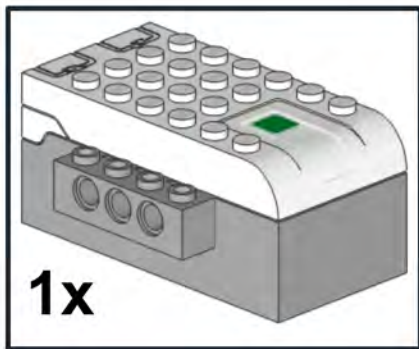




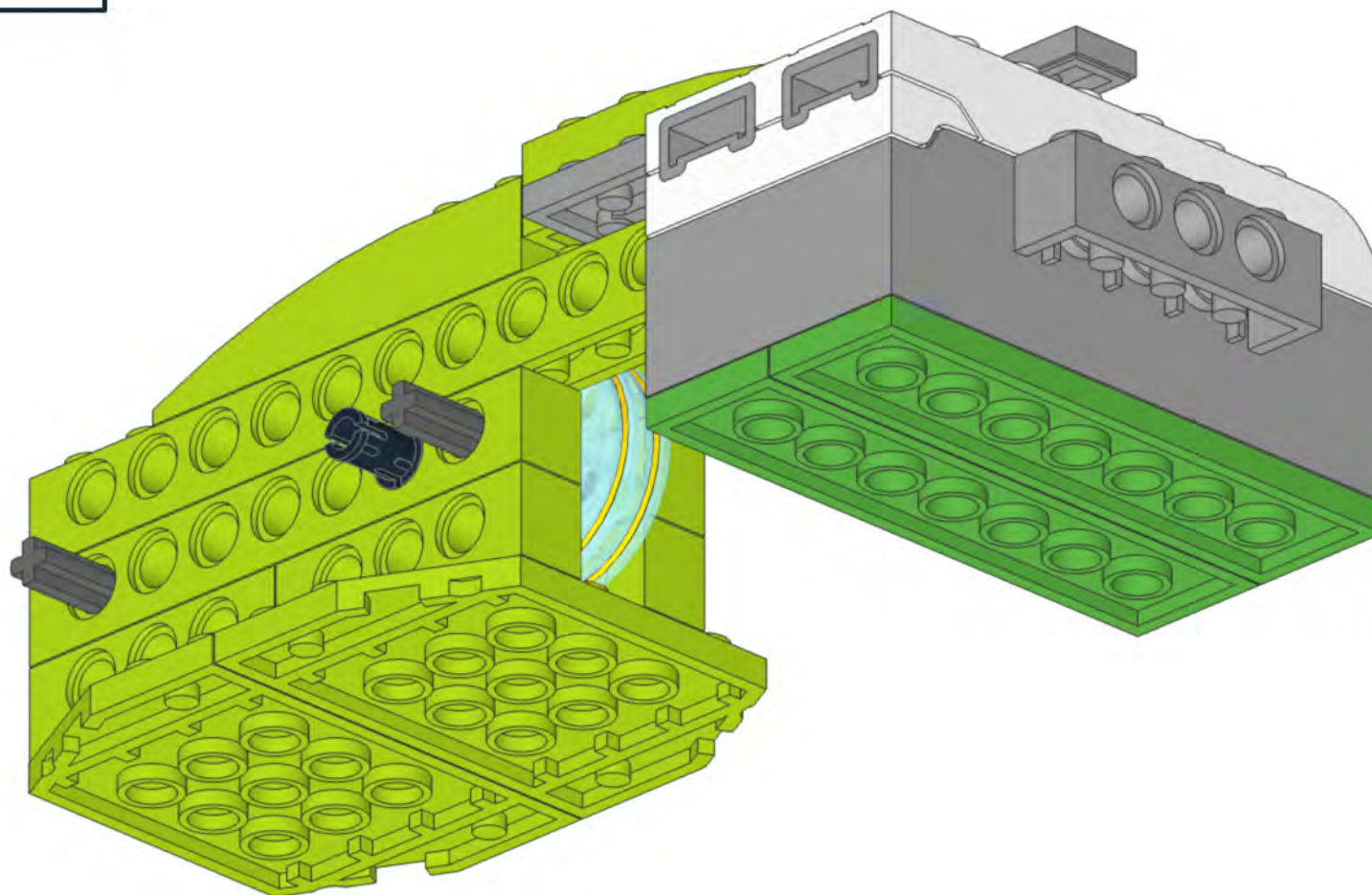
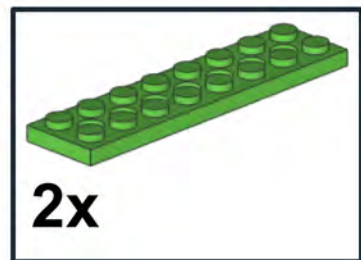
3x



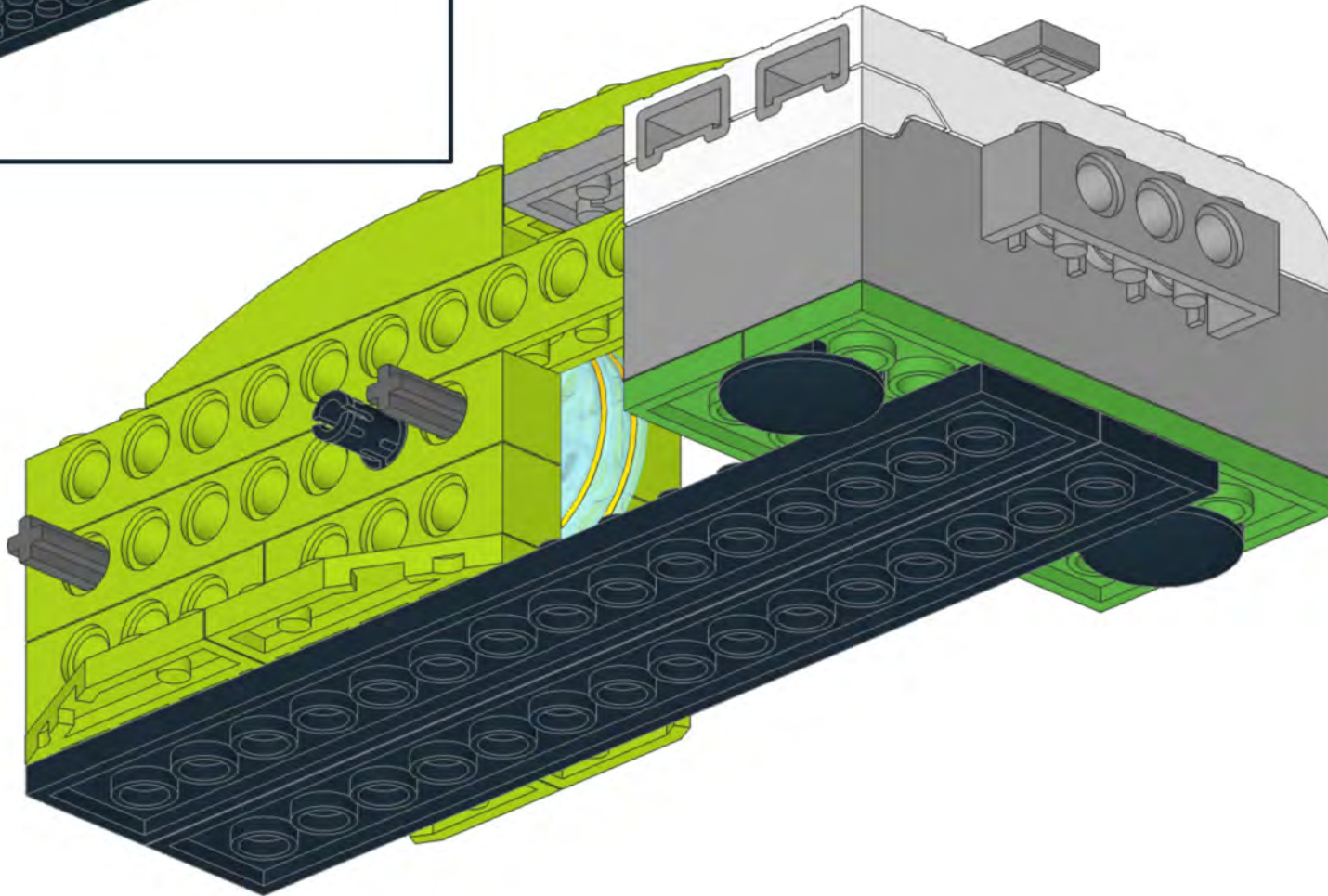
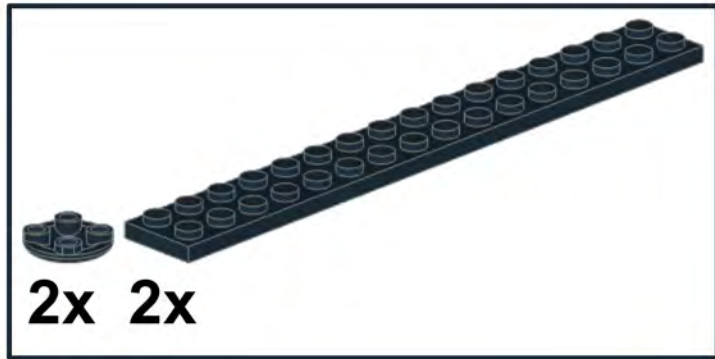
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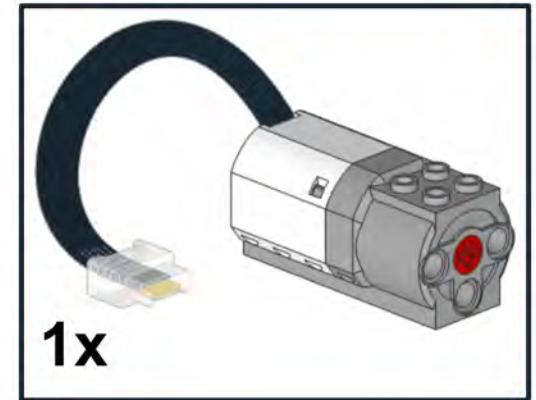
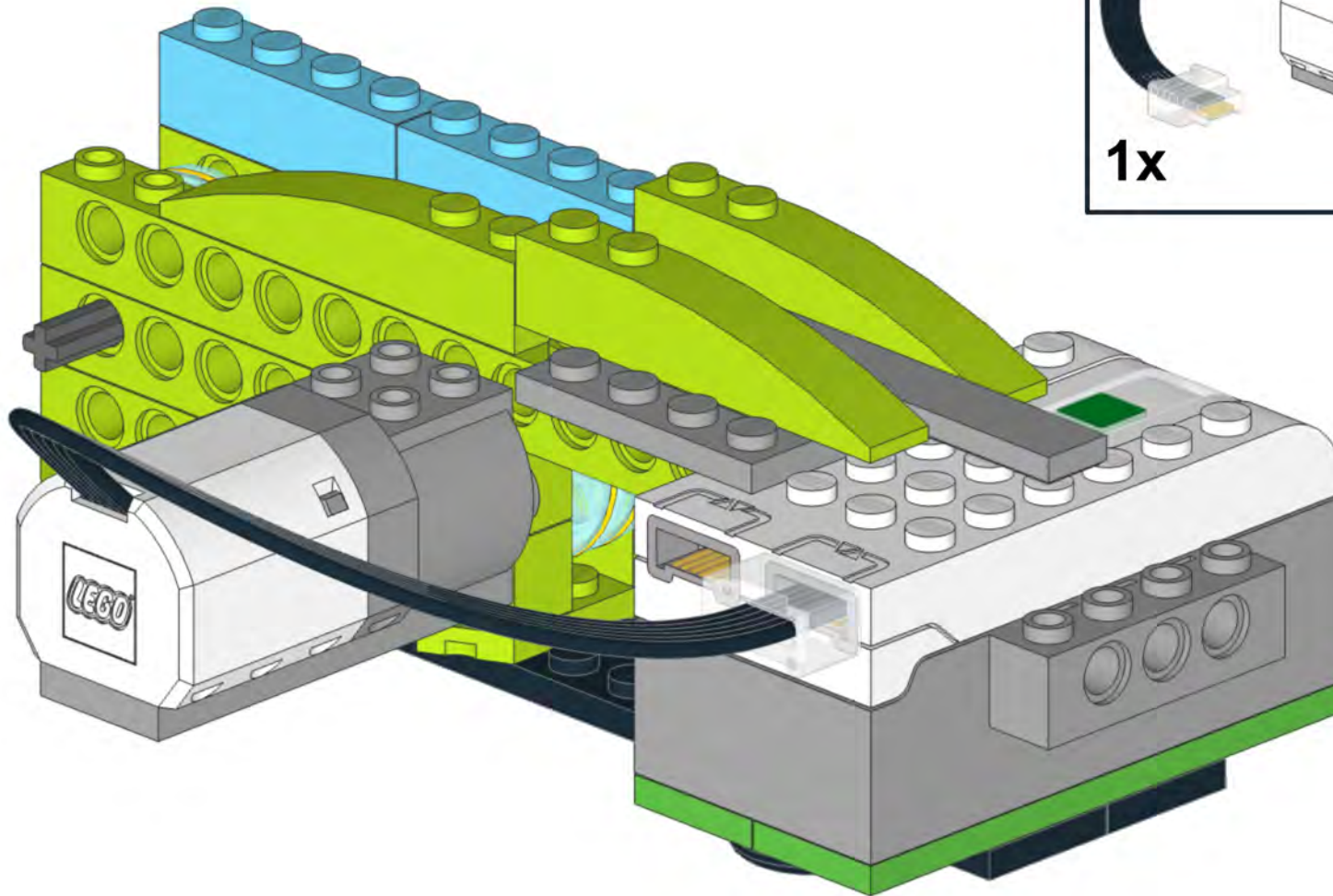


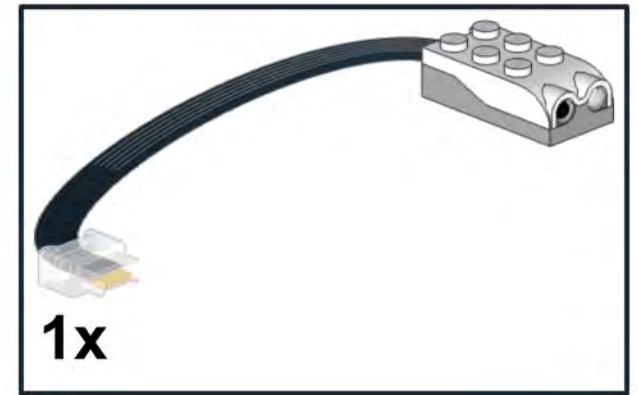
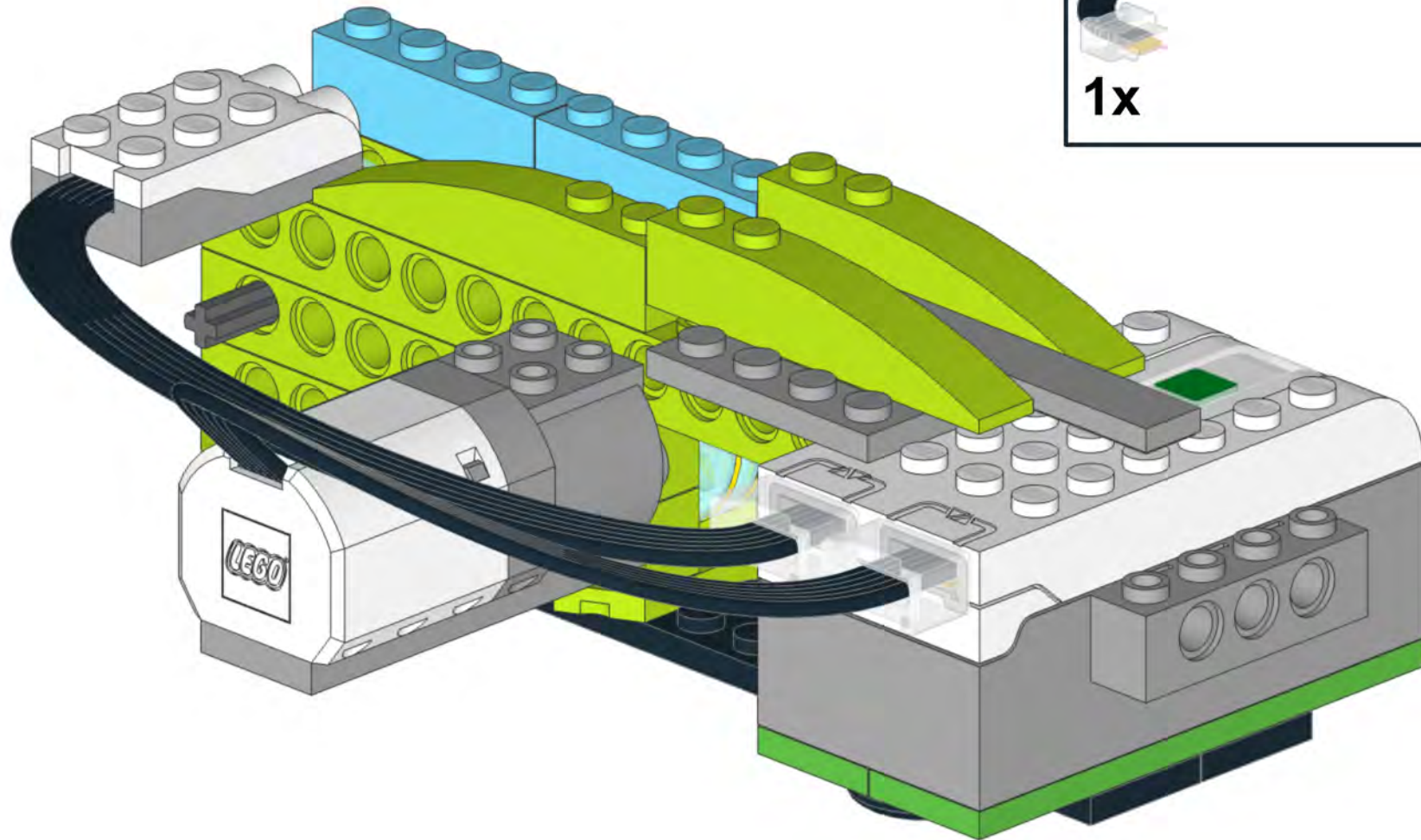
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15



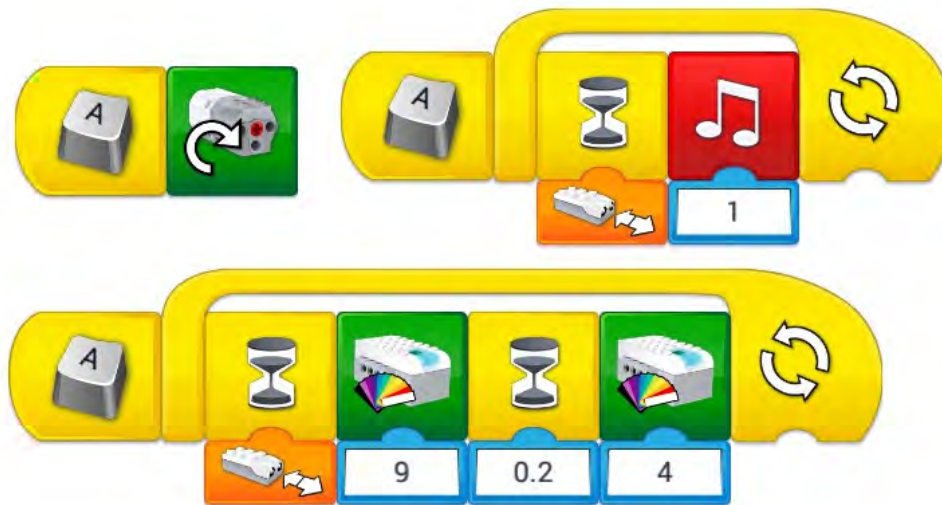




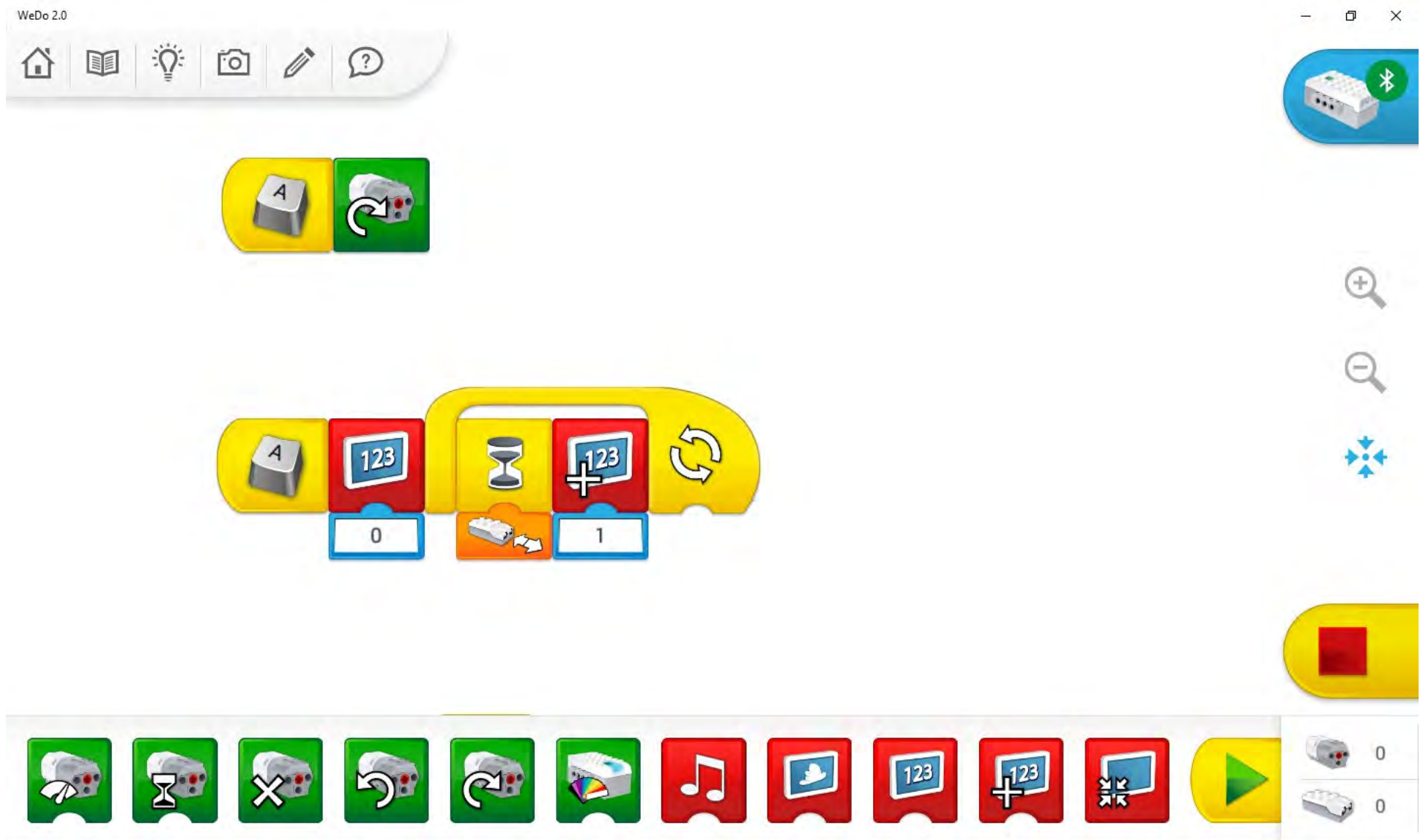


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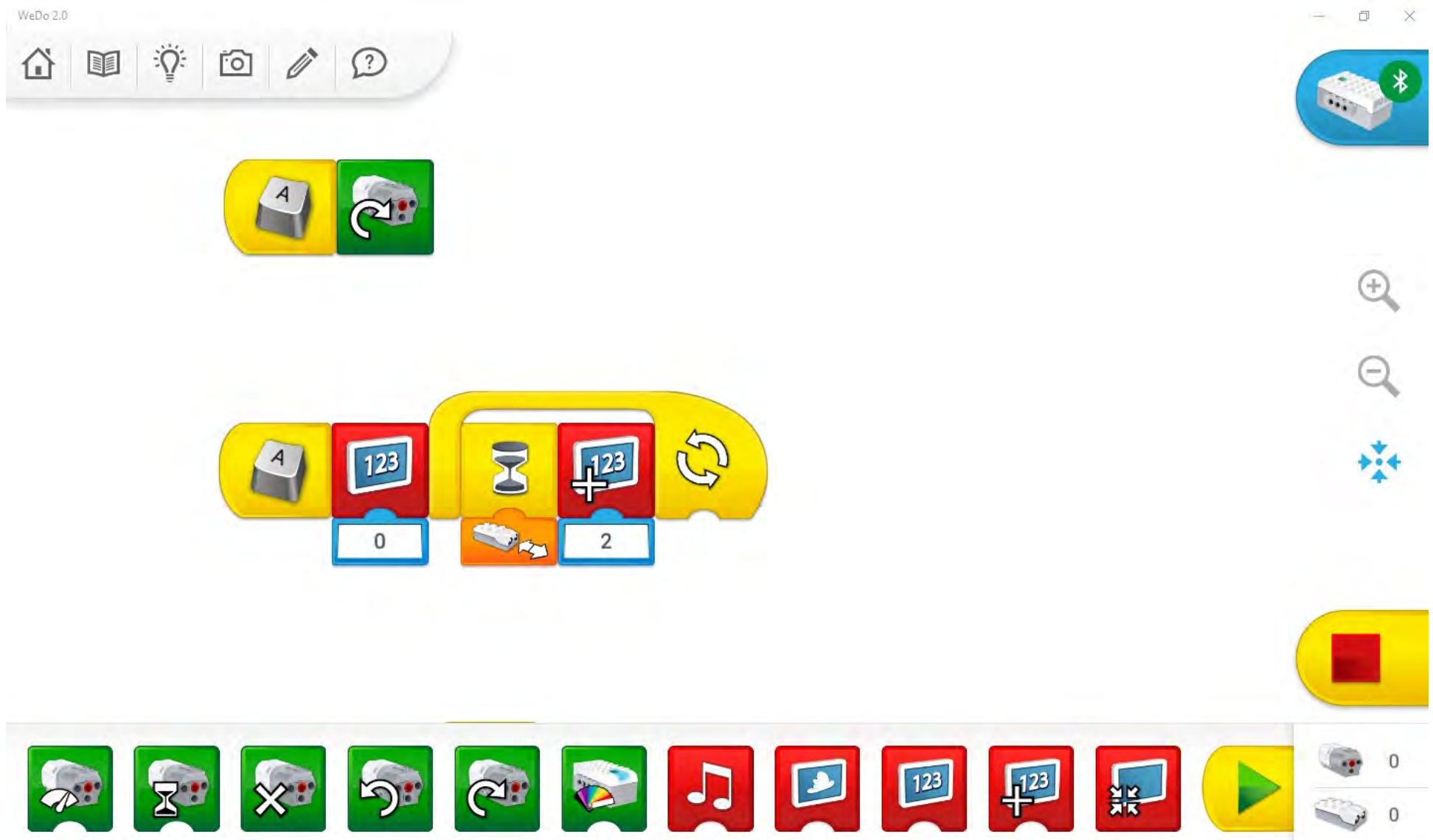
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Test program
Sound plus a change of light color

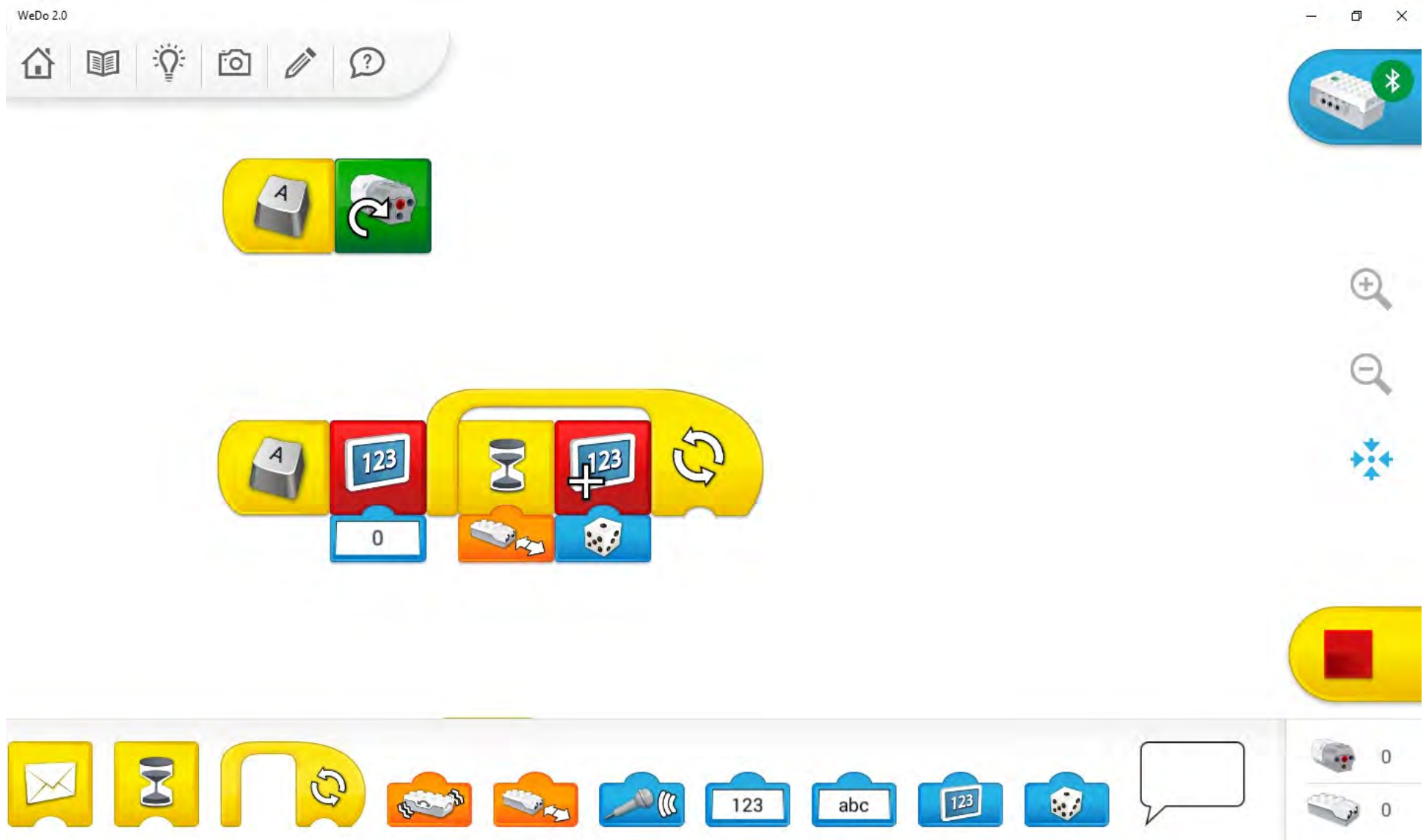


The program counts products (bricks)
When stopped, resets the counter

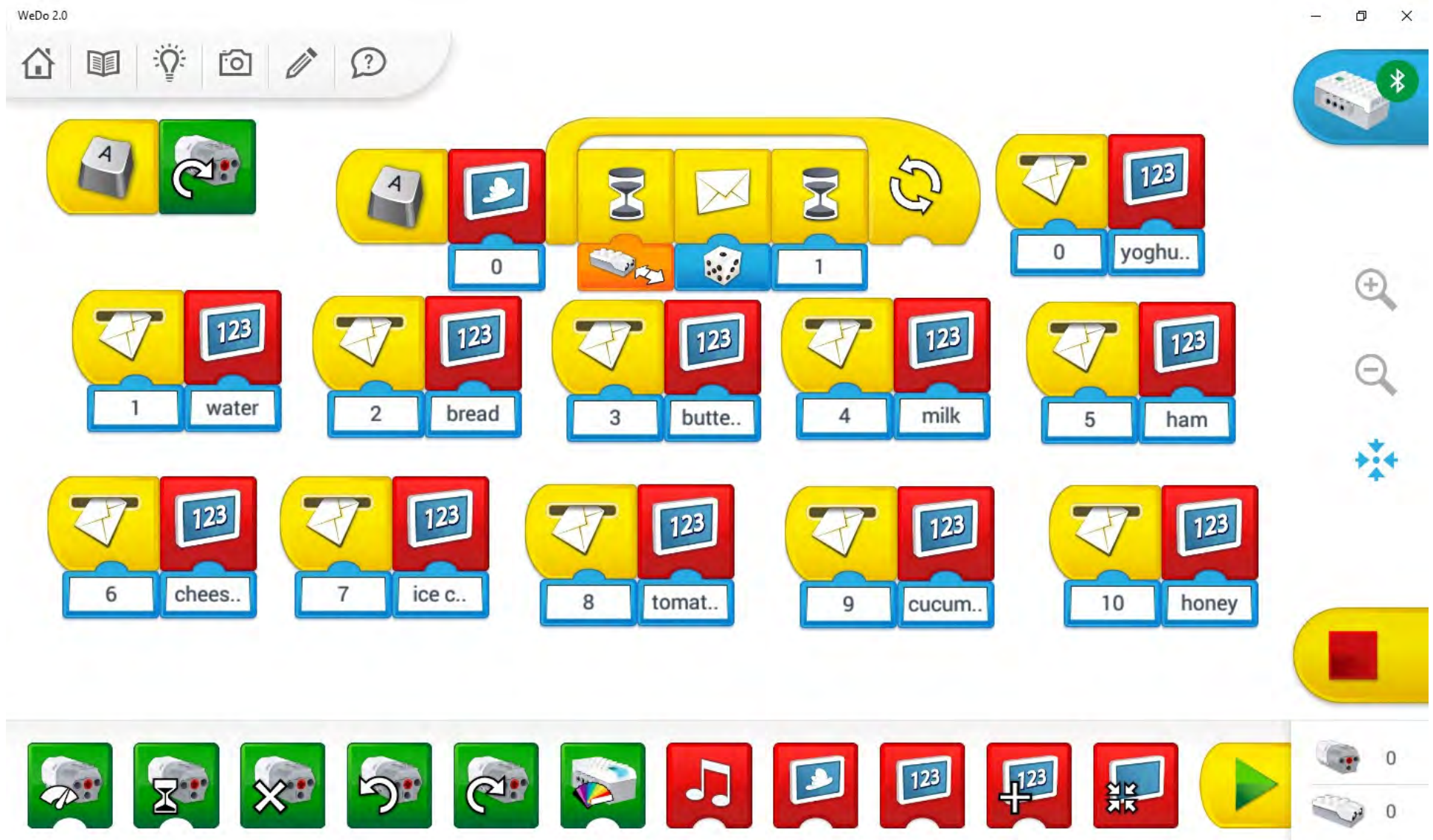


The program counts product pairs
When stopped, resets the counter





The program adds a random number
When stopped, resets the counter



The program displays a random product name