

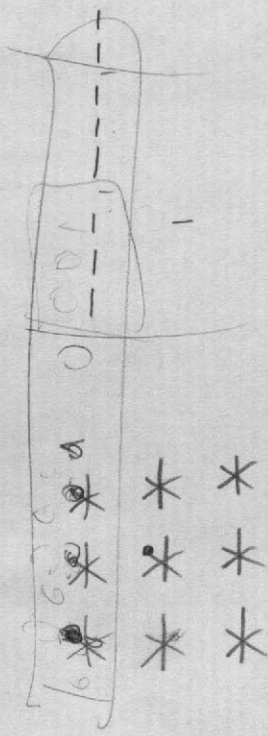
2 particles $\begin{bmatrix} 1010 \\ 0101 \end{bmatrix} \rightarrow \begin{bmatrix} 0101 \\ 1010 \end{bmatrix}$ java web toolkit

3 particles $\begin{bmatrix} 1110 \\ 1110 \end{bmatrix} \rightarrow \begin{cases} 0111 \\ 1011 \\ 1101 \end{cases}$ java 3D: log

1 particle $\begin{bmatrix} 1000 \\ 0100 \\ 0010 \\ 0001 \end{bmatrix} \rightarrow \begin{bmatrix} 1000 \\ 0100 \\ 0010 \\ 0001 \end{bmatrix}$

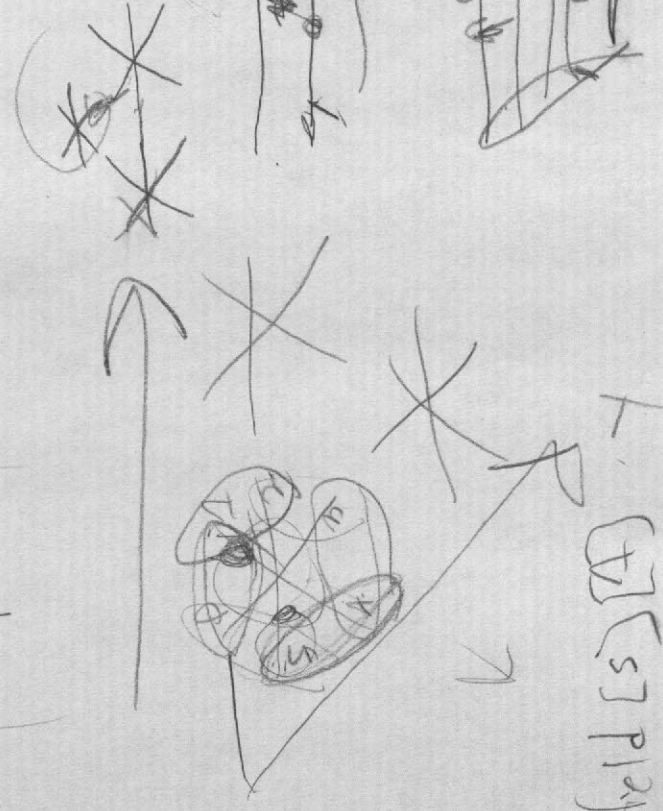
4 particles $\begin{bmatrix} 1111 \end{bmatrix} \rightarrow \begin{bmatrix} 1111 \end{bmatrix}$

1001110
22222



pygame
sdl_surface
pygame to write
to screen
pygame tutorial # 5: pixels

$\begin{bmatrix} 101 \\ 1001 \end{bmatrix}$



field [s] [A] T