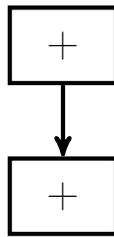


Énigmes pour la machine à registres

Alain Busser, Patrick Schilli

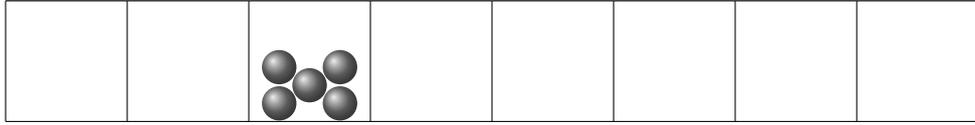
mars 2022



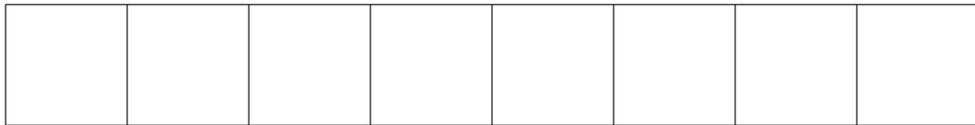


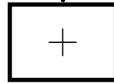
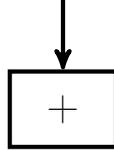
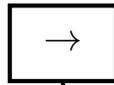
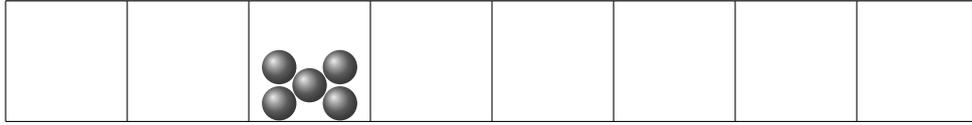
Dessiner les graines dans le nouvel état de la mémoire :



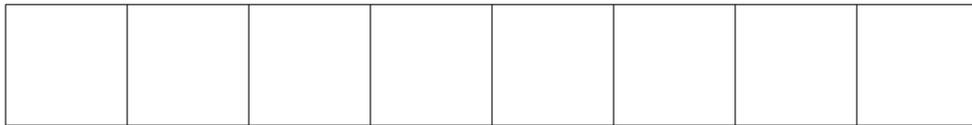


Dessiner les graines dans le nouvel état de la mémoire :

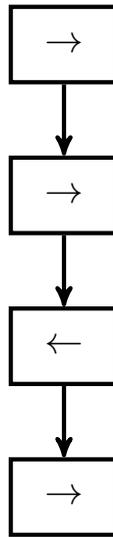
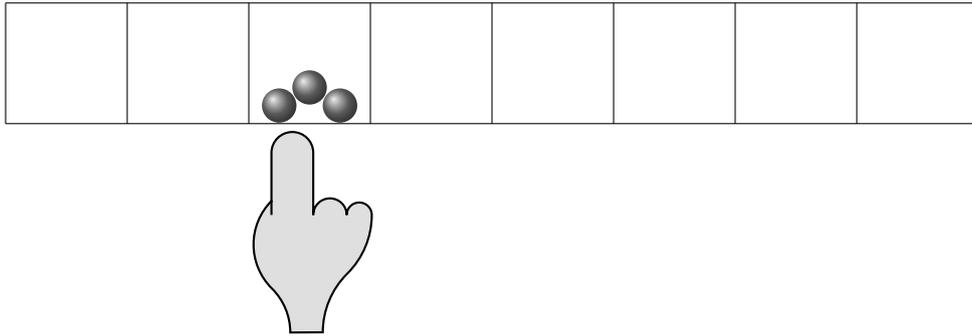




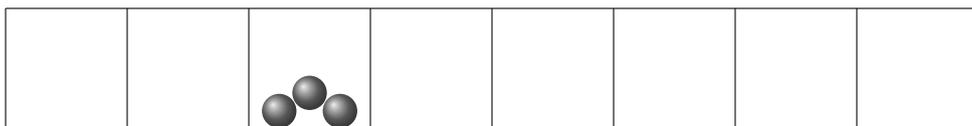
Dessiner les graines et le doigt dans le nouvel état de la mémoire :

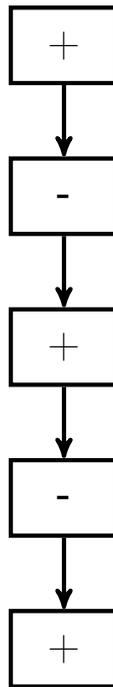
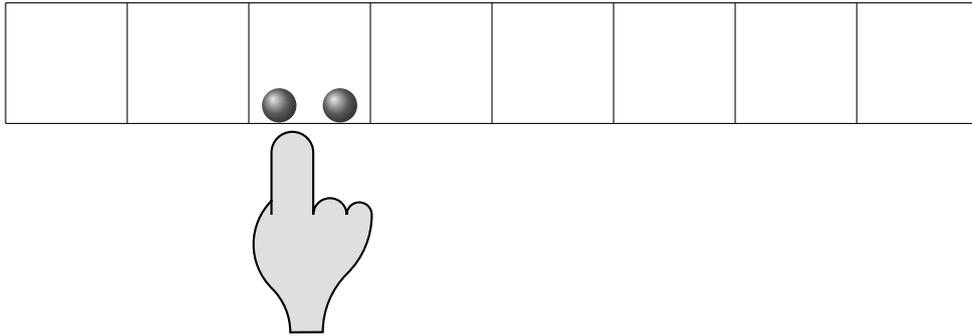


État initial de la mémoire :

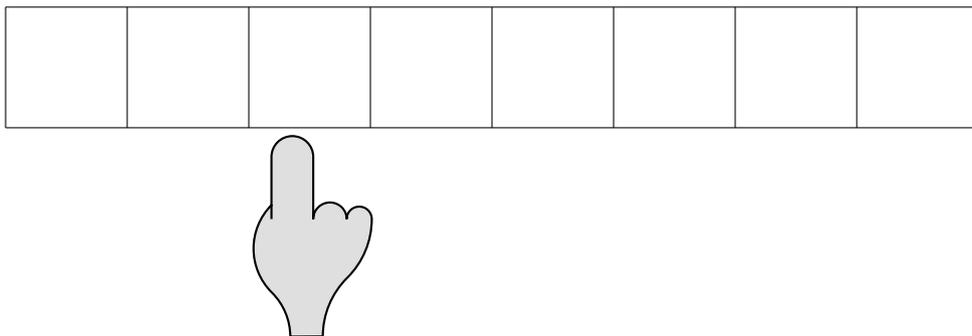


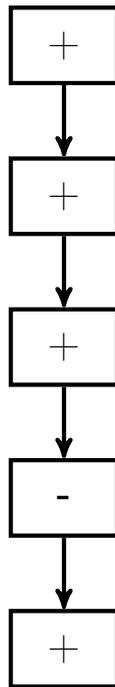
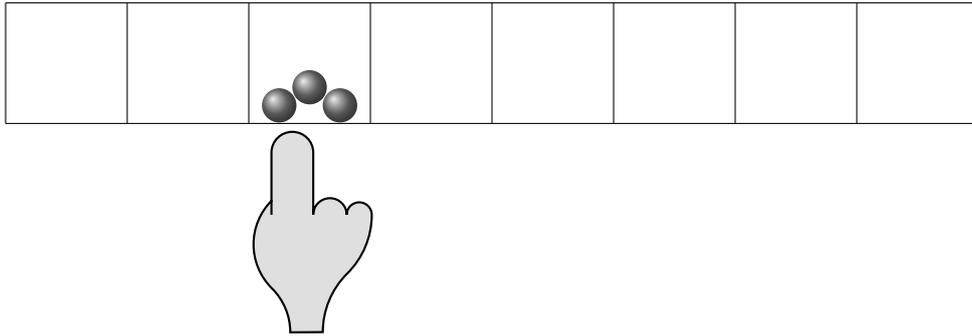
Dessiner le doigt dans l'état final :



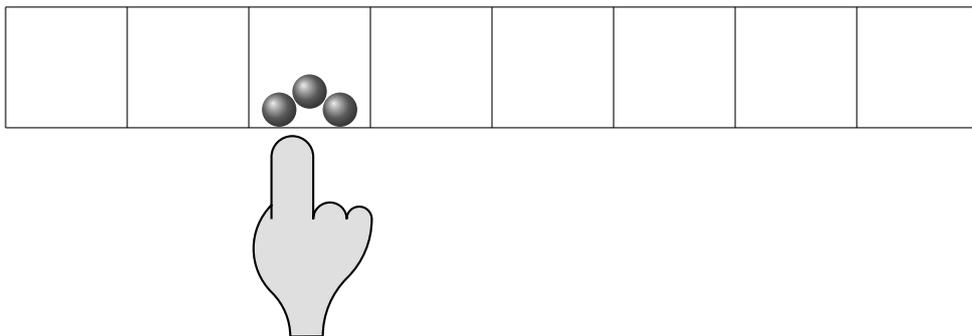


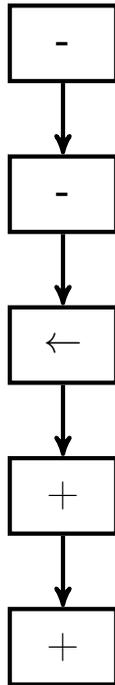
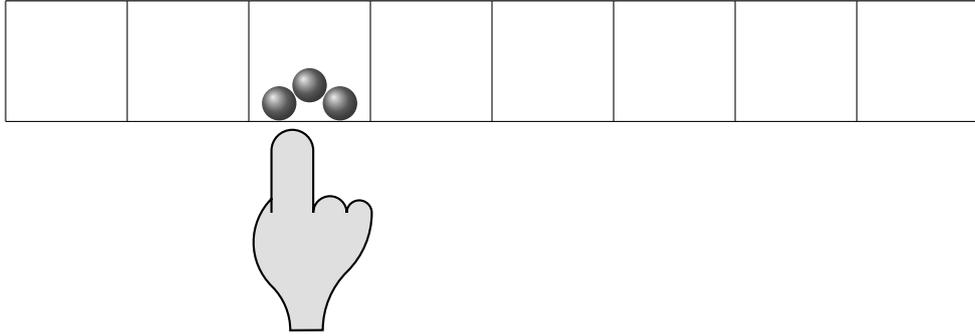
Dessiner les graines dans le nouvel état de la mémoire :





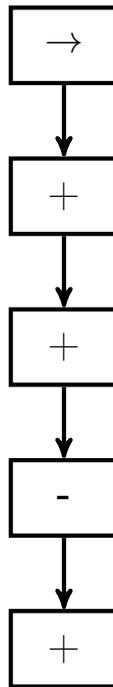
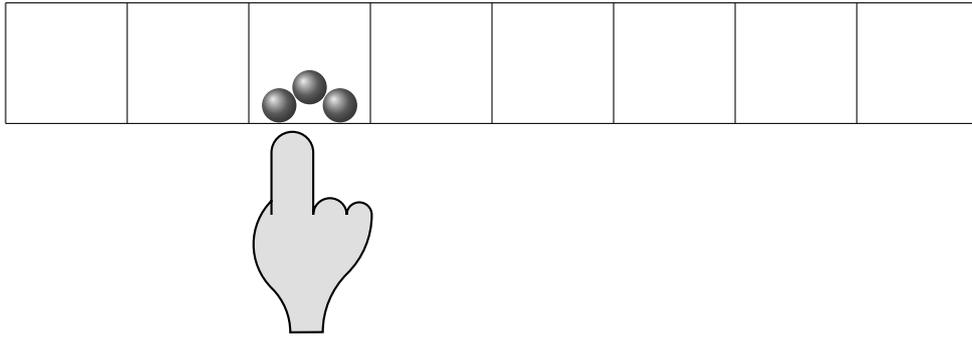
Dessiner les graines ajoutées par le programme :





Dessiner les graines et le doigt dans le nouvel état de la mémoire :

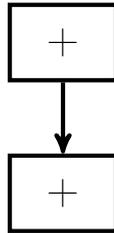




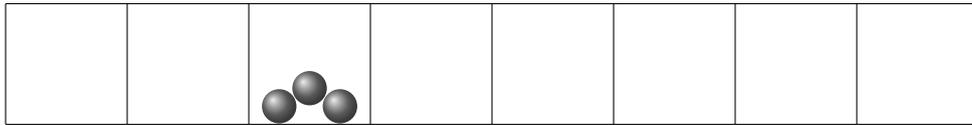
Dessiner les graines ajoutées par le programme et le doigt :



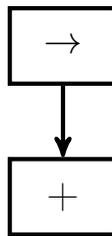
Dessiner l'état initial de la mémoire :



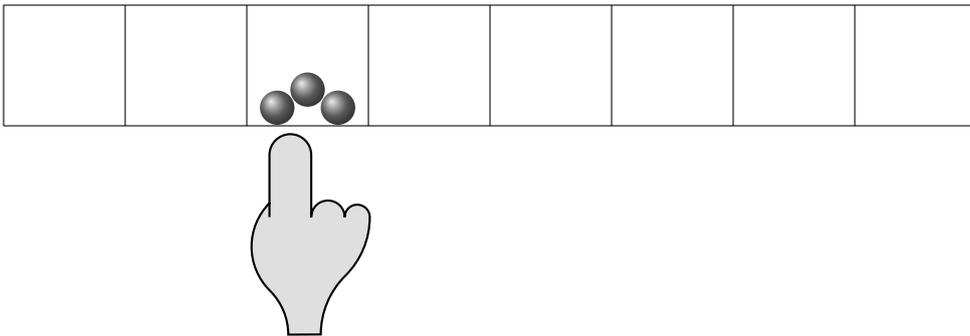
sachant que l'état final est :



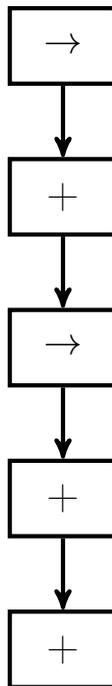
Dessiner l'état initial de la mémoire et la position initiale du doigt :



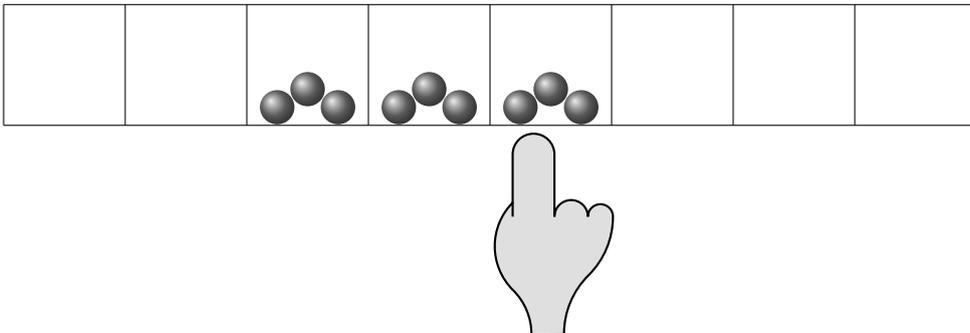
sachant que l'état final est :



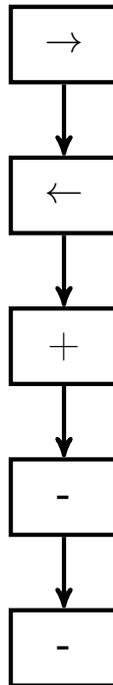
Dessiner l'état initial de la mémoire et la position initiale du doigt :



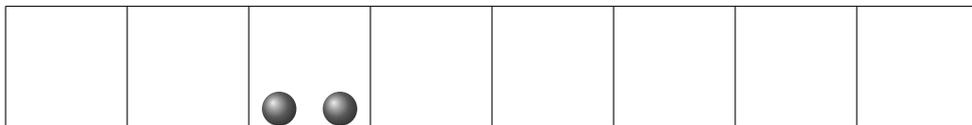
sachant que l'état final est :



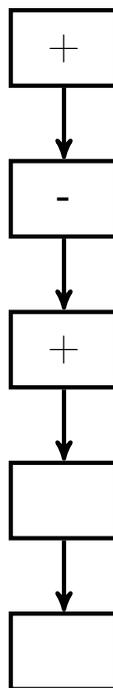
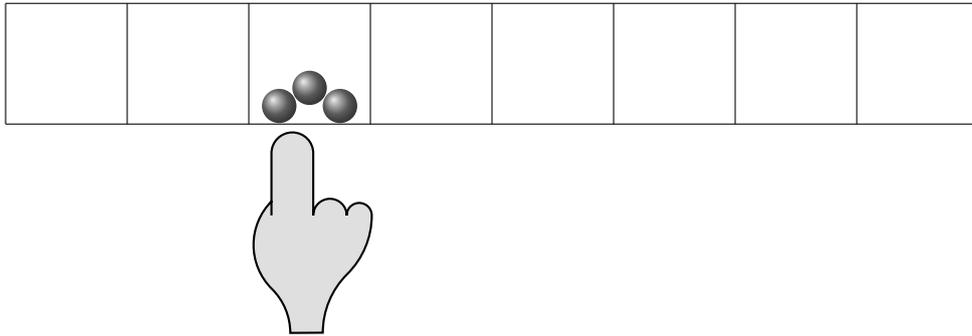
Dessiner l'état initial de la mémoire :



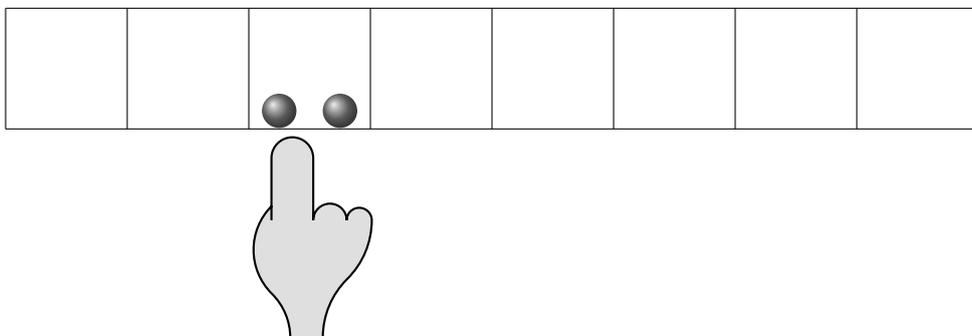
sachant que l'état final est :



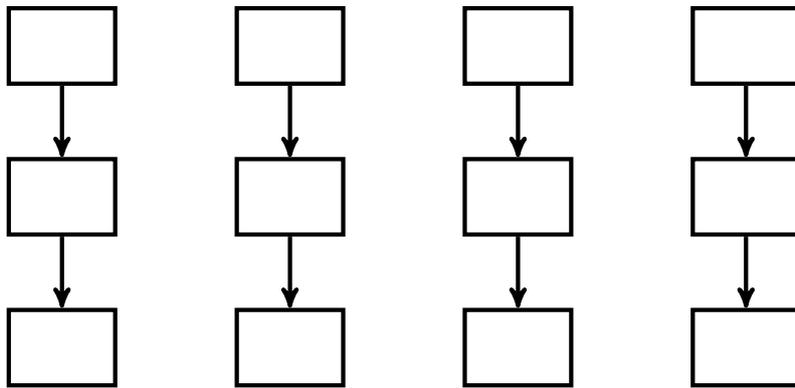
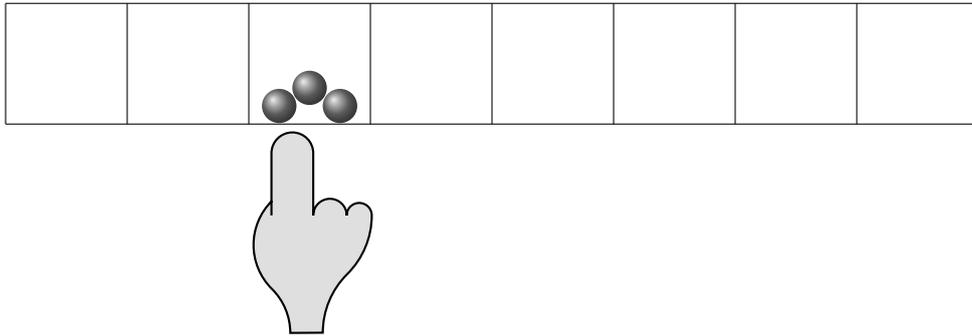
Compléter le programme qui fait passer de :



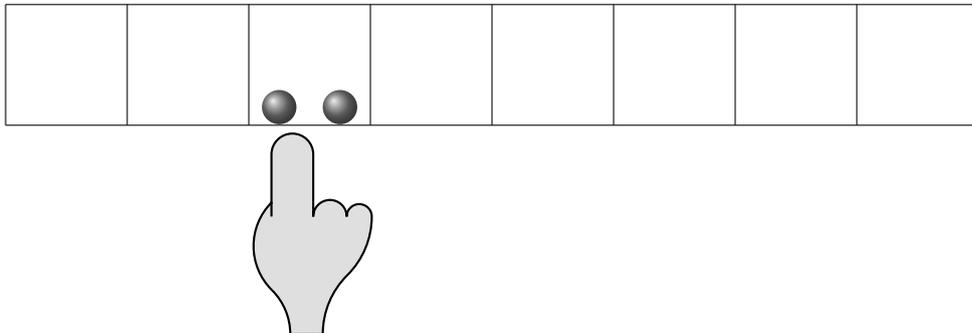
à cet état final :

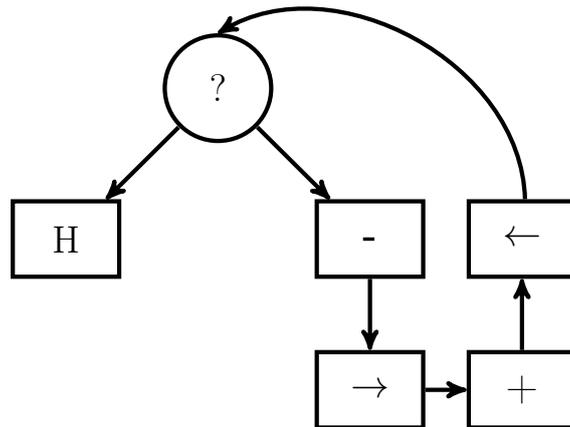


Compléter des programmes qui font passer de :



à cet état final :





Dessiner les graines quand le pion est sur H :

