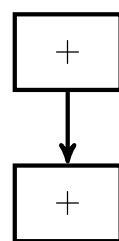
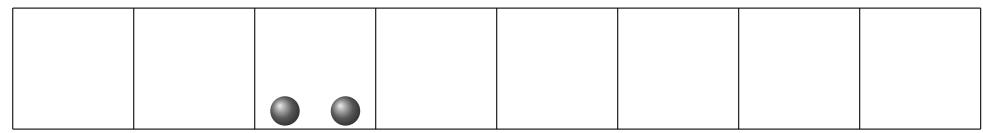


Énigmes pour la machine à registres

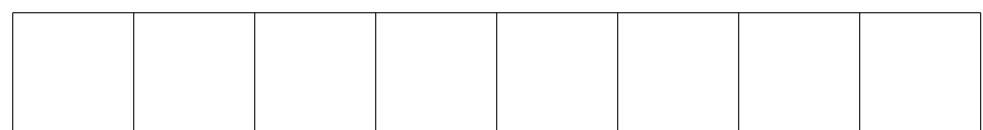
Alain Busser, Patrick Schilli

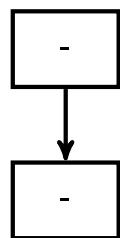
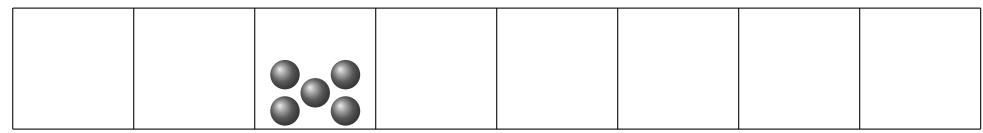
9 mars 2022



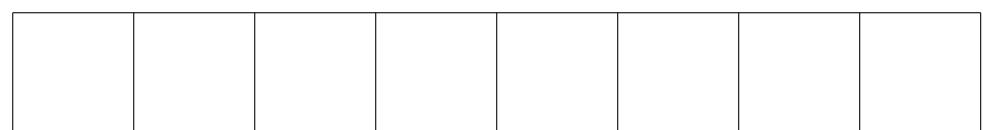


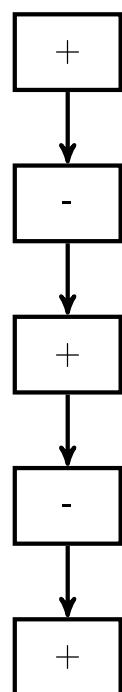
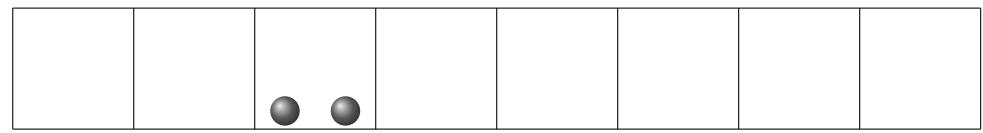
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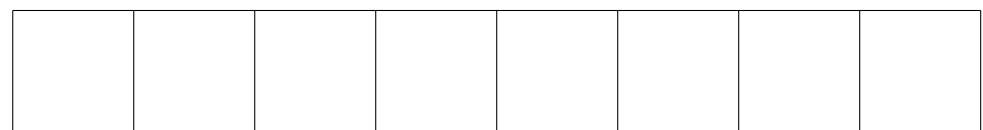


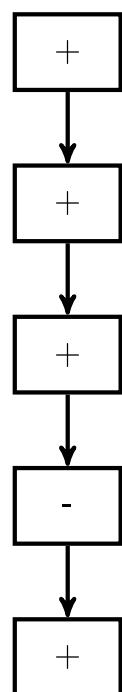
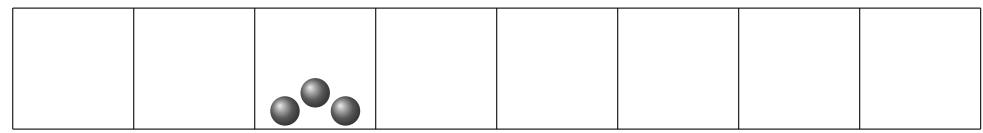
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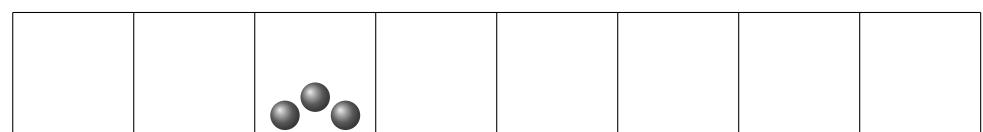


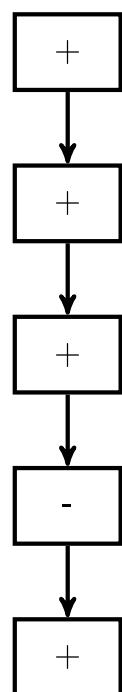
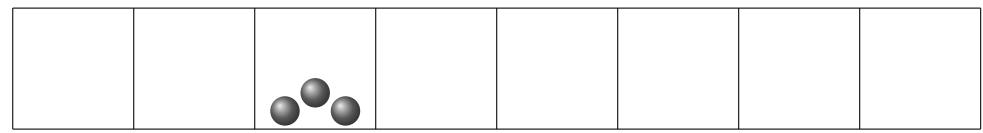
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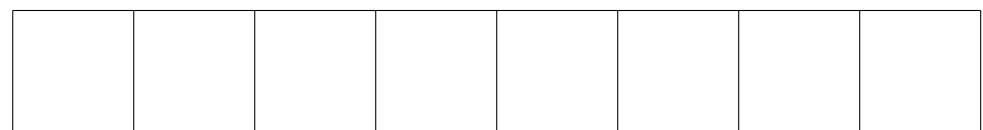


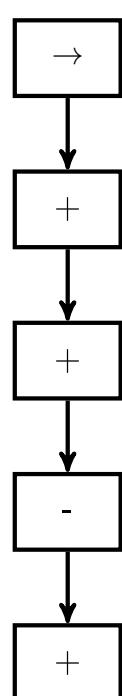
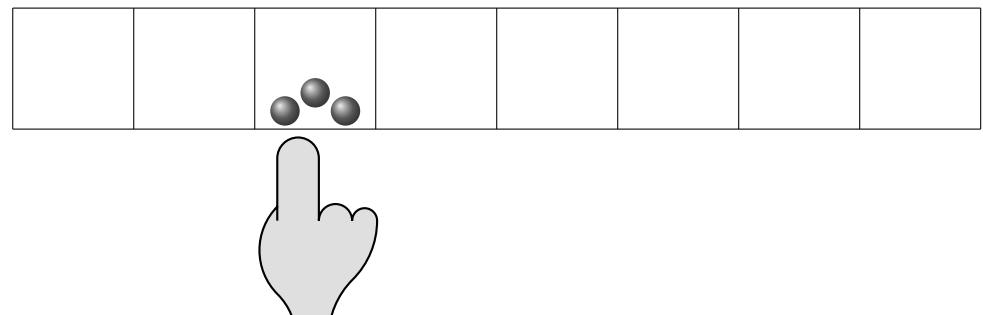
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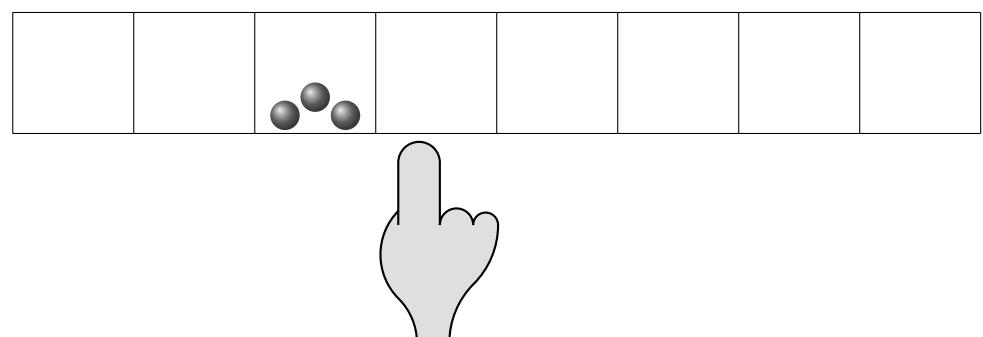


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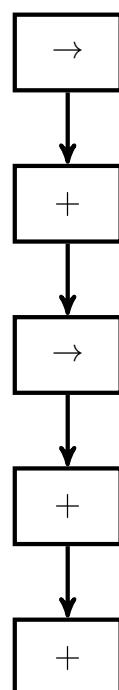


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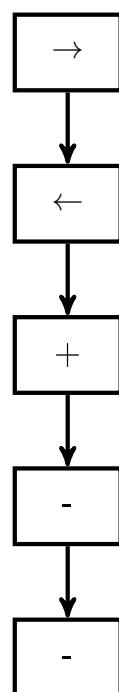
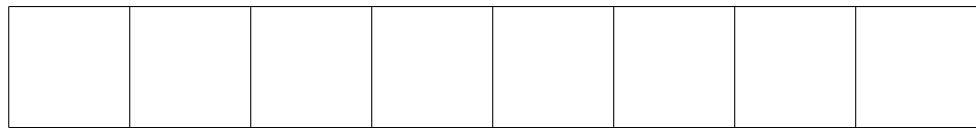


sachant que l'état final est

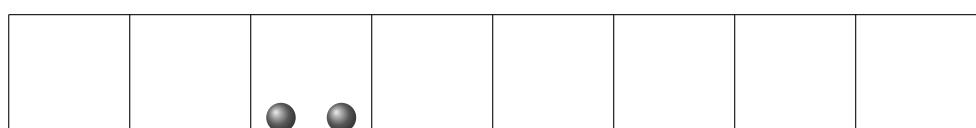
			● ● ●	● ● ●	● ● ●			
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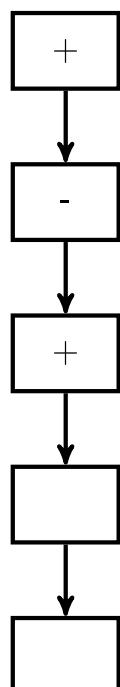
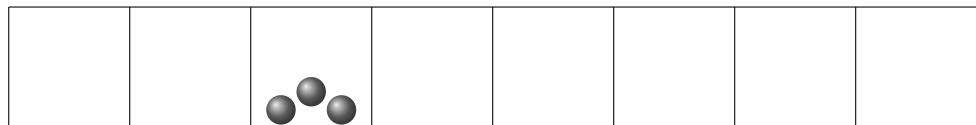
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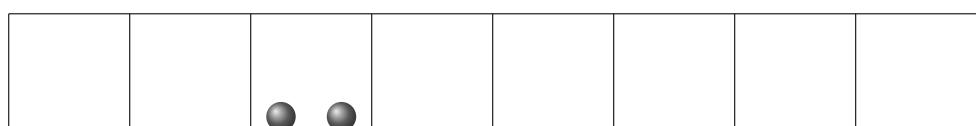
sachant que l'état final est



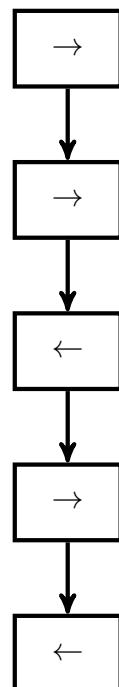
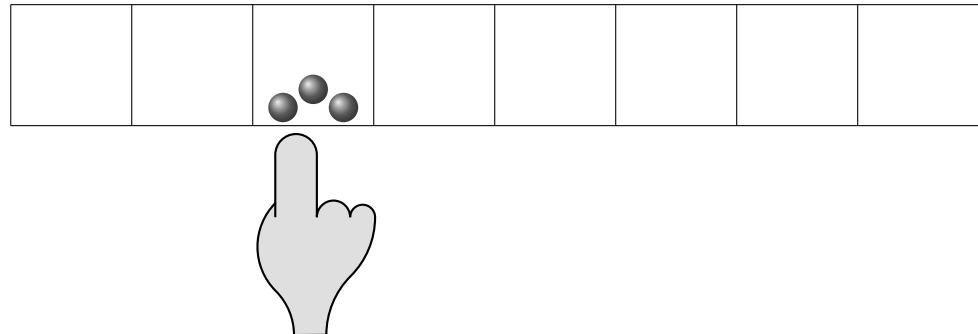
Compléter le programme qui fait passer de :



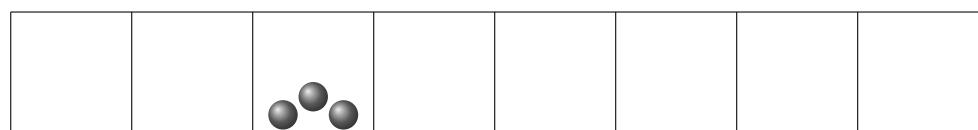
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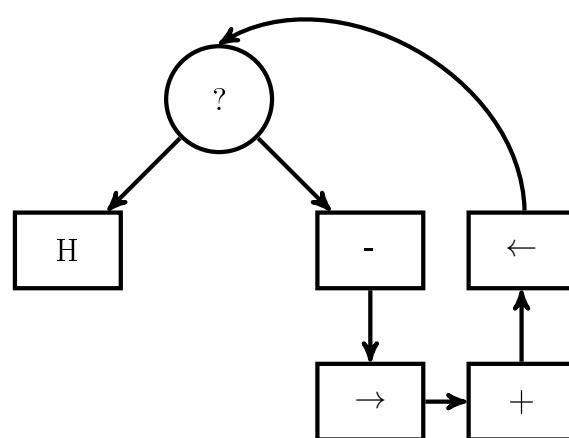
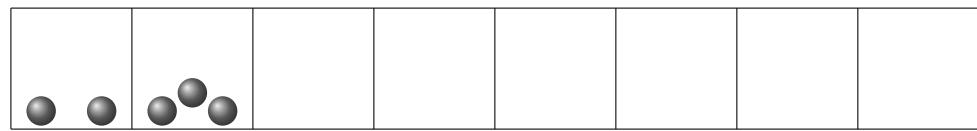


État initial de la mémoire :



D_e





De

