

Tandakan / pada gambar yang mempunyai tekstur tebal dan x pada gambar yang mempunyai tekstur nipis.

1.



4.



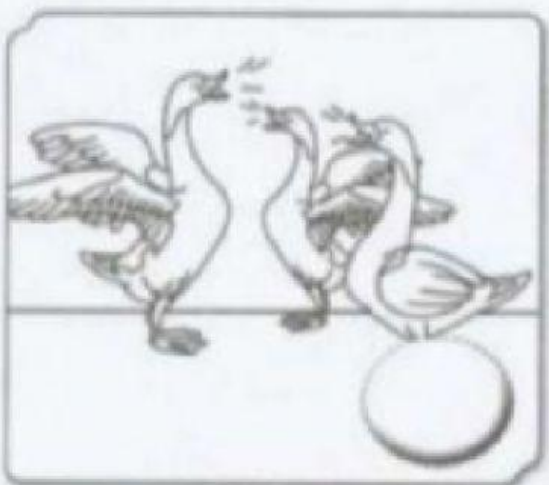
2.



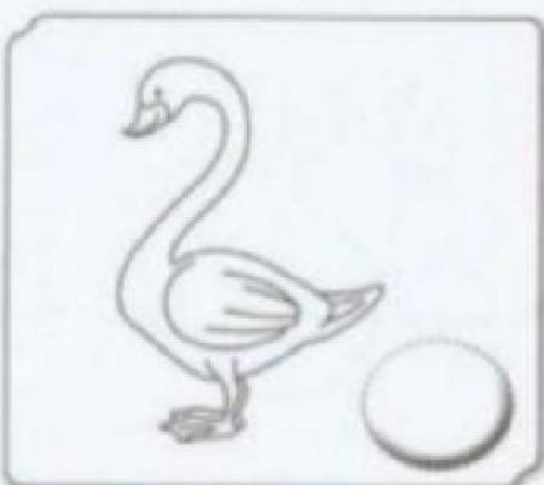
5.



3.



6.



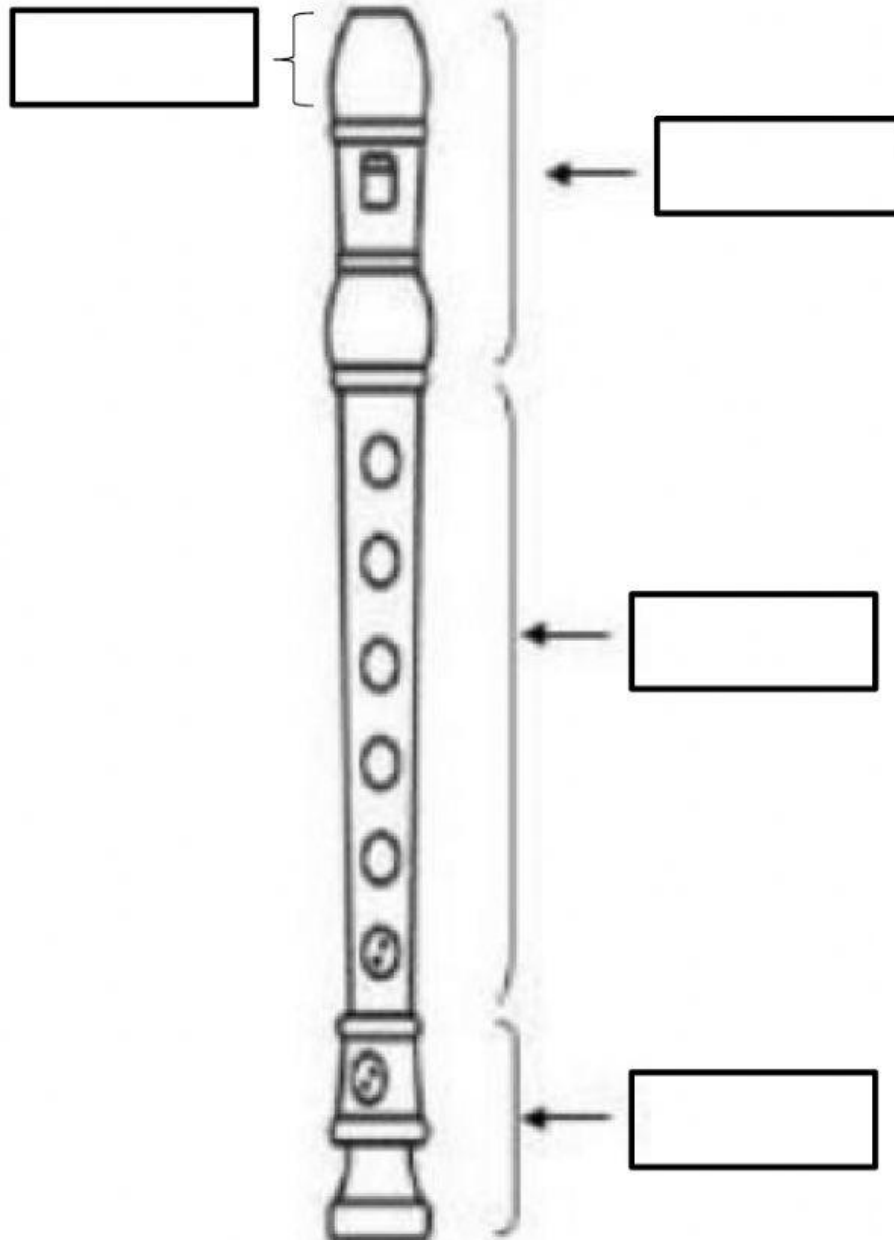
Namakan bahagian rekoder.

pemipit

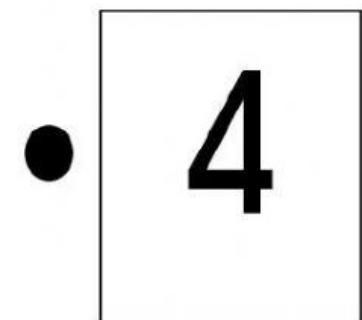
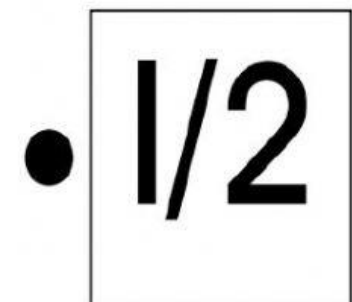
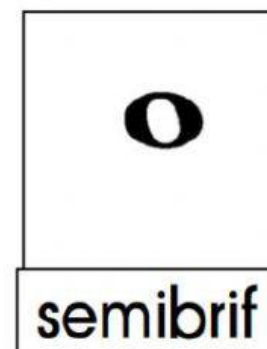
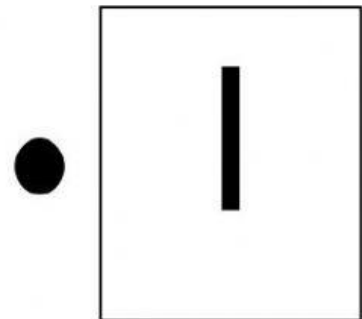
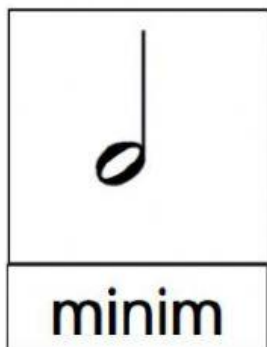
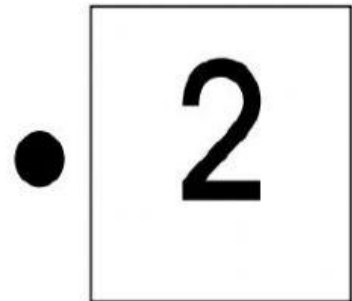
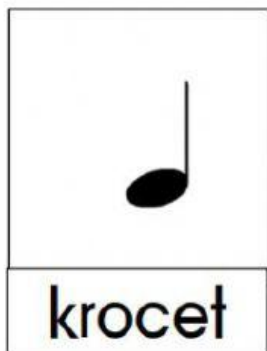
atas

tengah

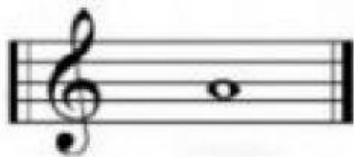
bawah



Padankan nilai not yang betul.



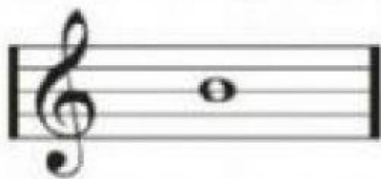
Namakan not-not pada baluk di bawah sama
ada not G, not A atau not B.



not



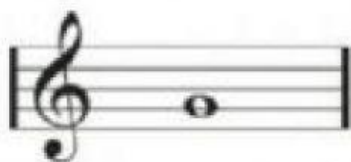
not



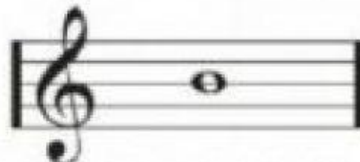
not



not



not



not