

# PLACE VALUE

tens

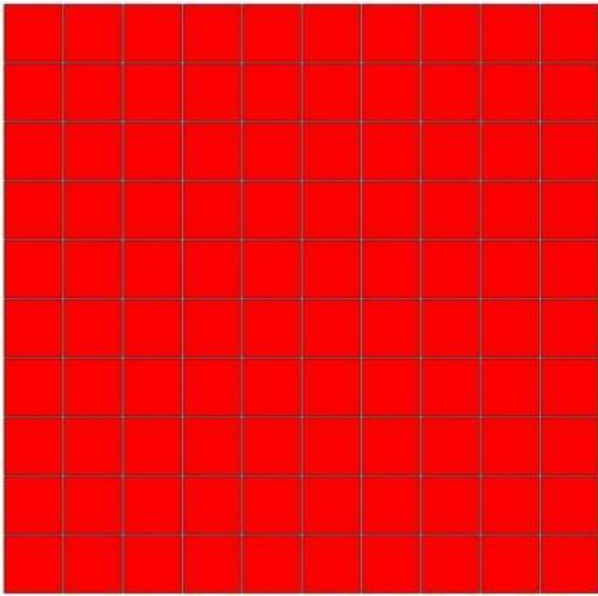


ones

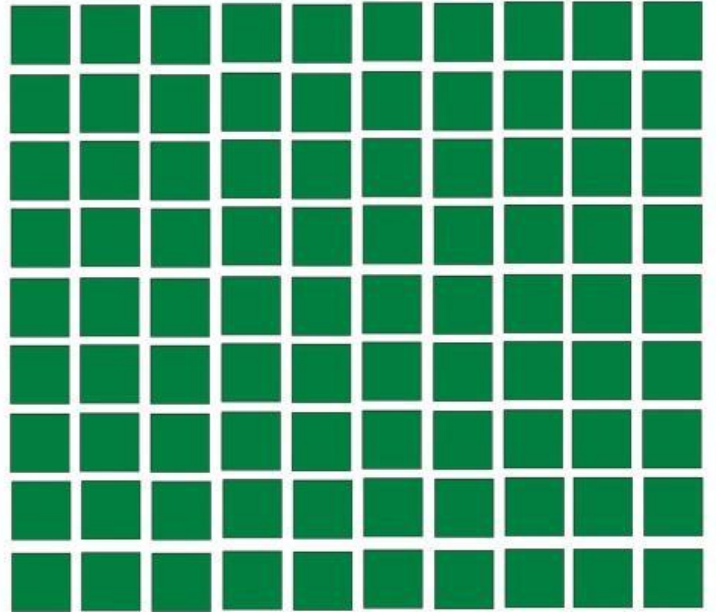


# PLACE VALUE

hundreds

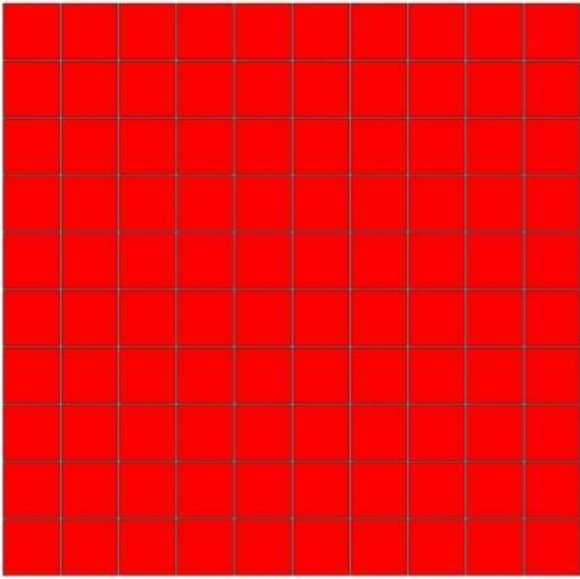


ones



# PLACE VALUE

hundreds



tens

