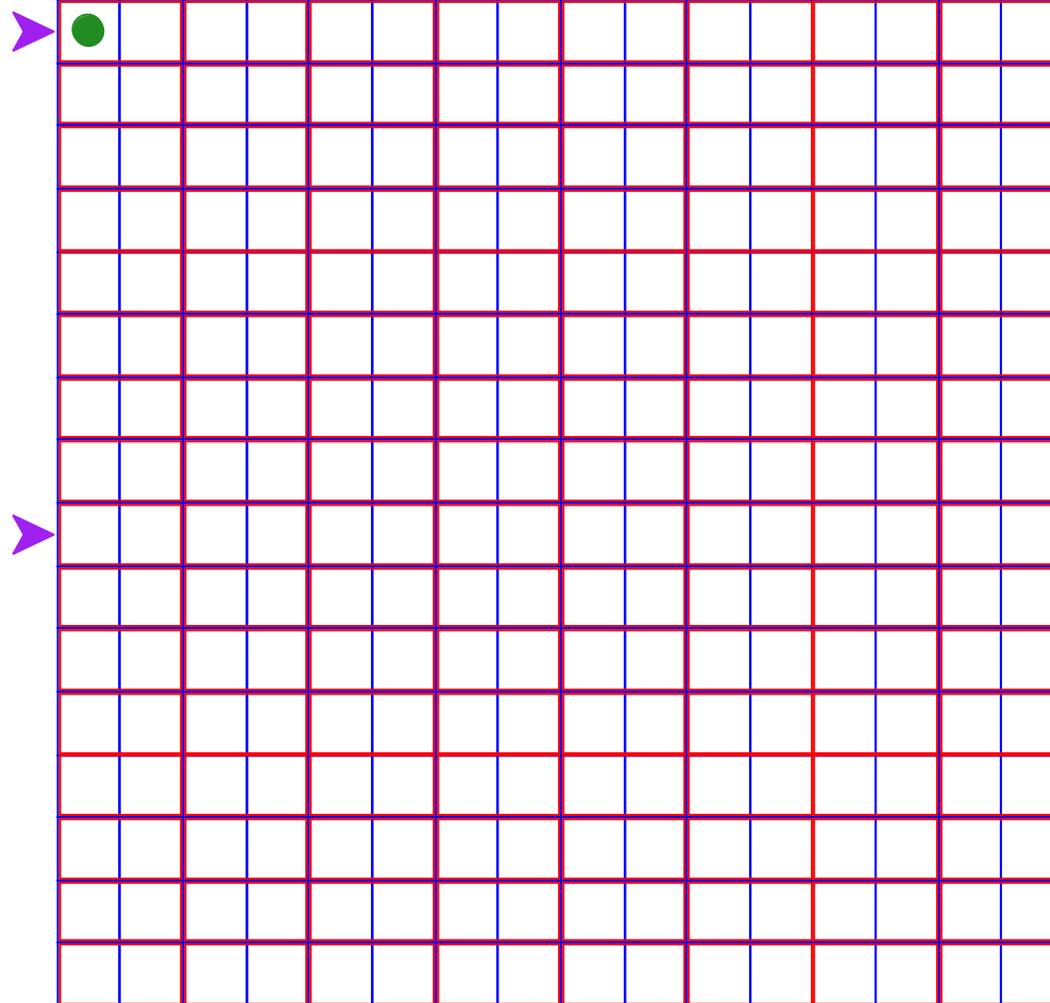


$B = 16$ $S = 64$

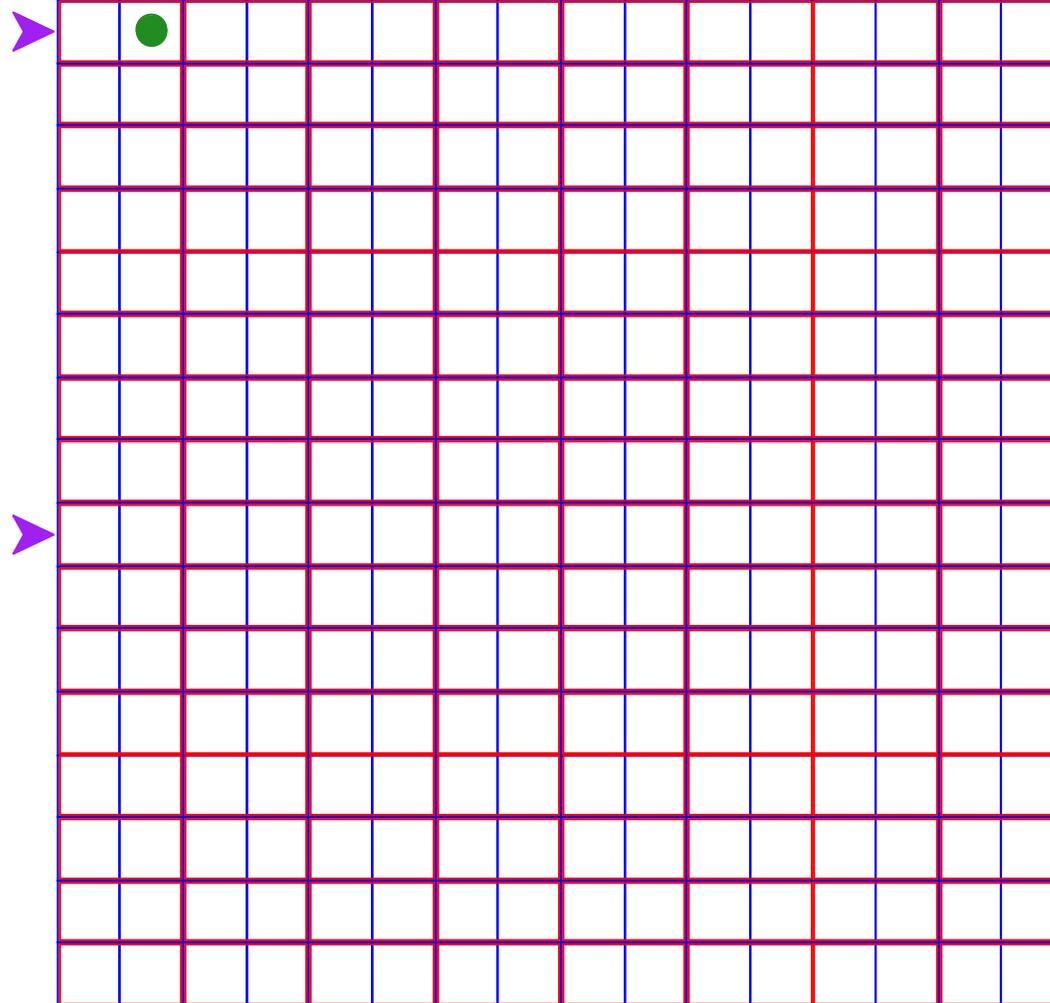
`grid[0][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

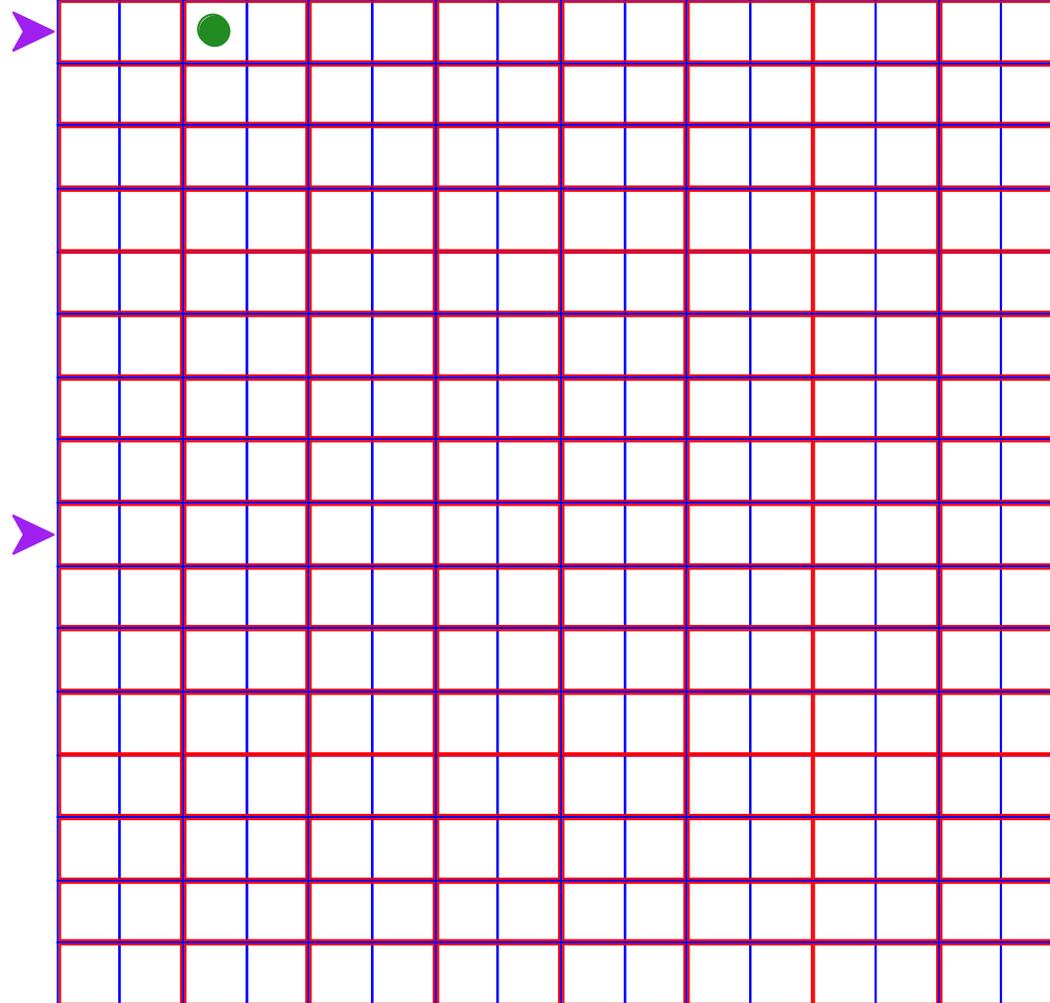
`grid[0][1]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 16 S = 64

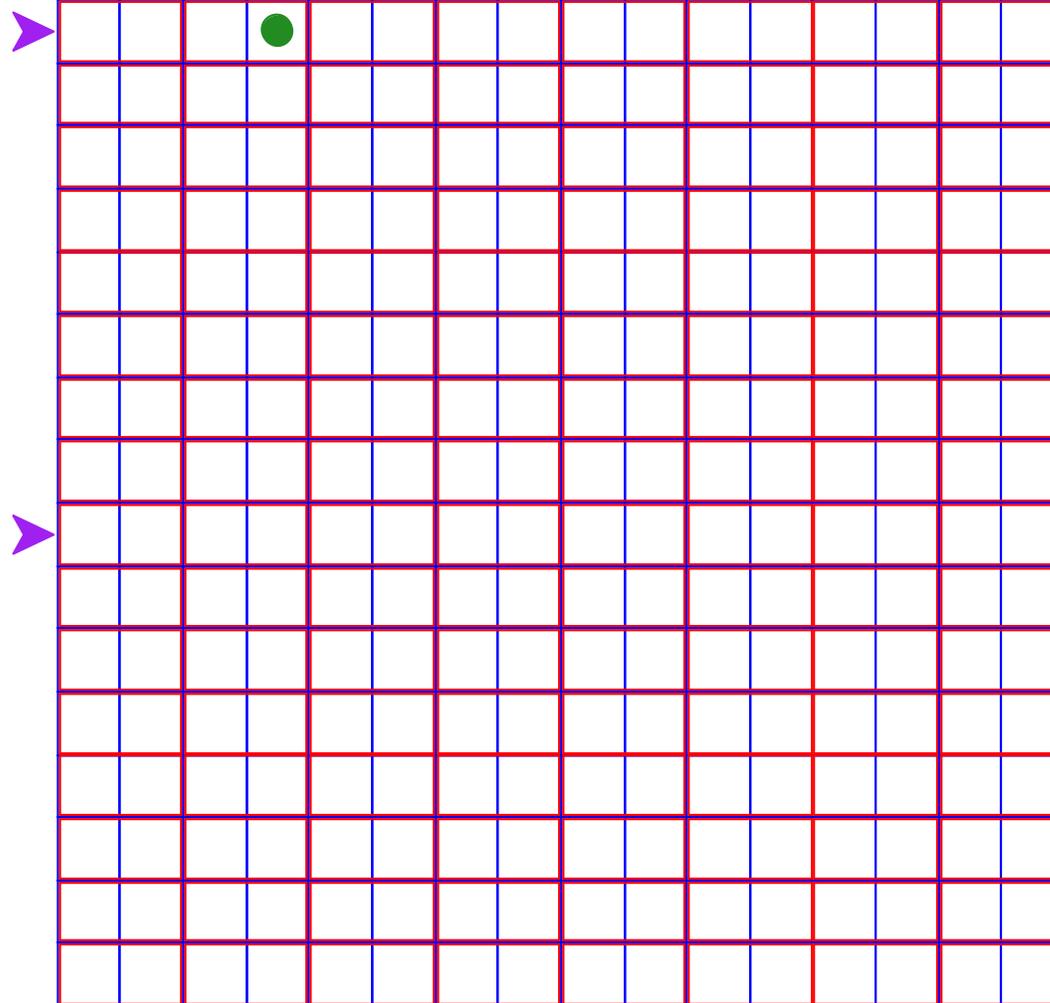
grid[0][2]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

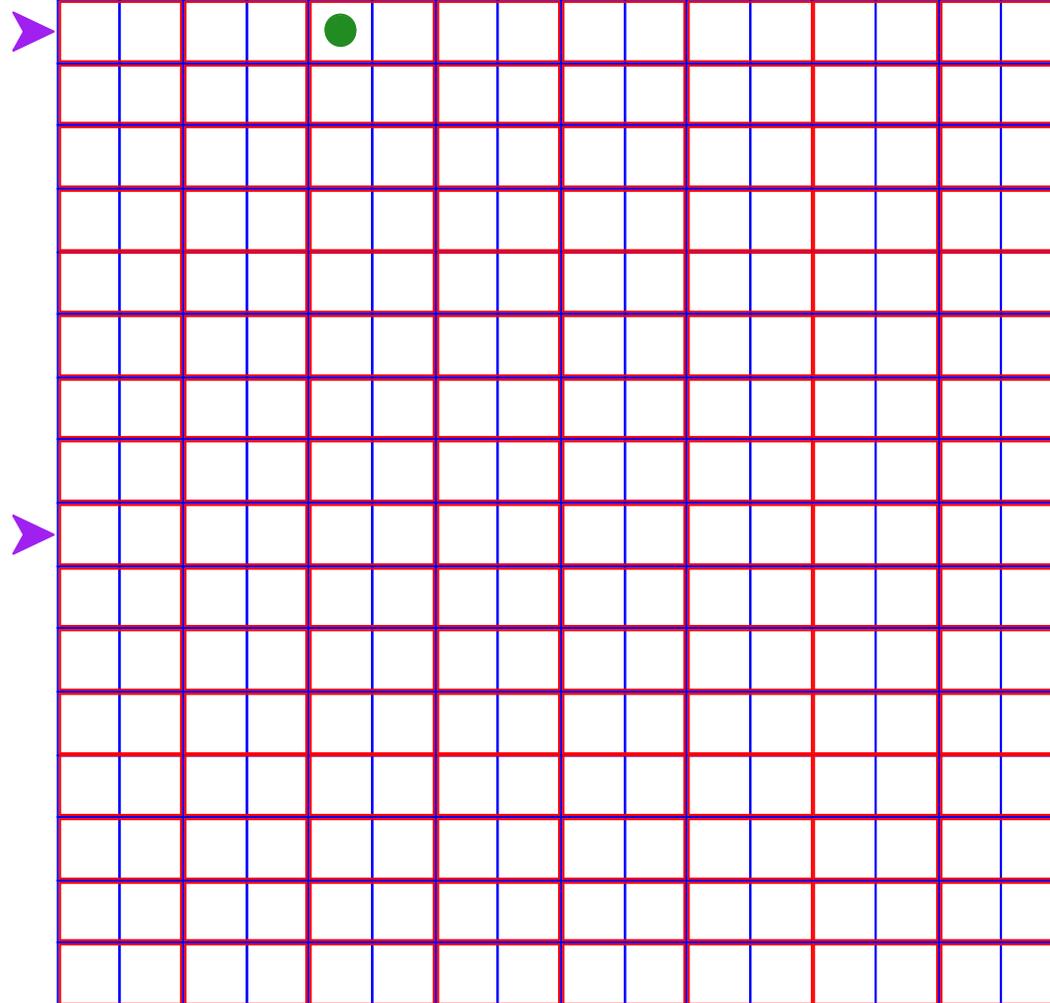
`grid[0][3]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

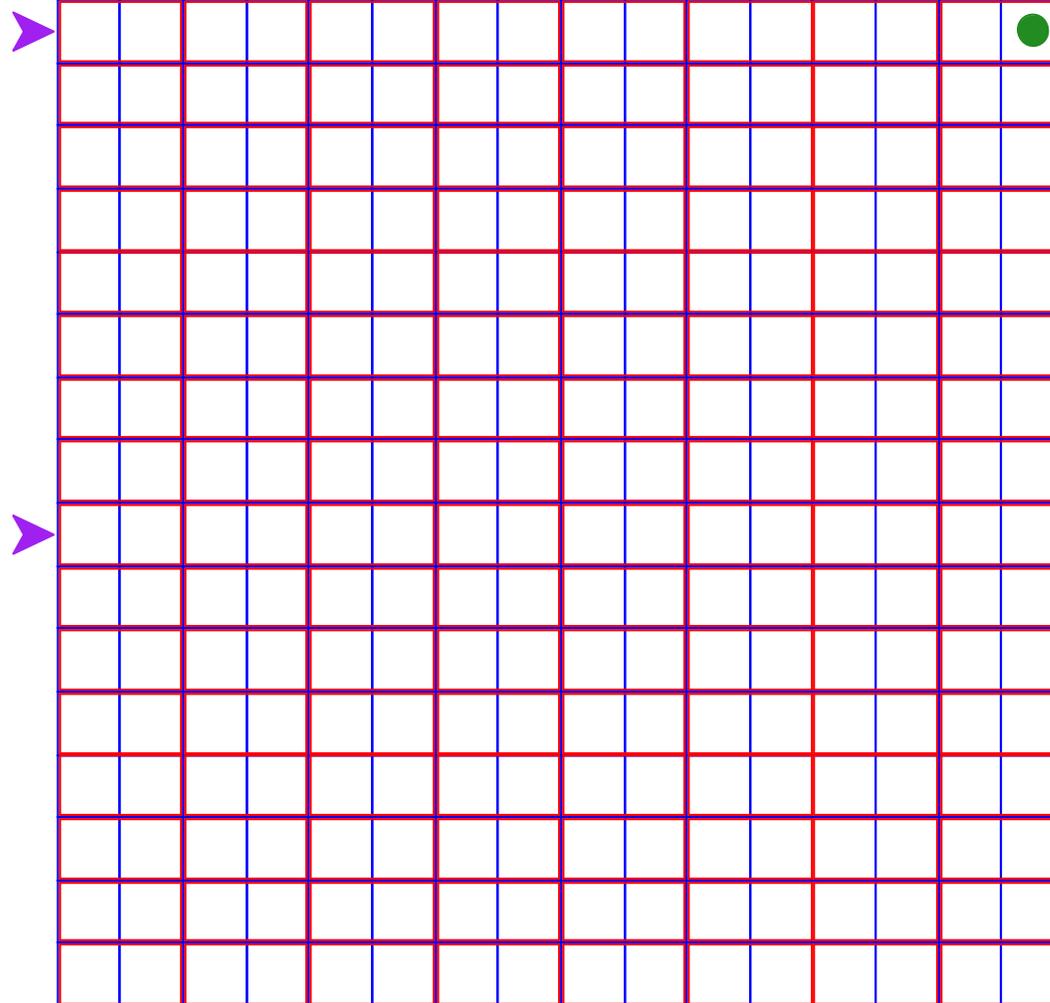
`grid[0][4]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

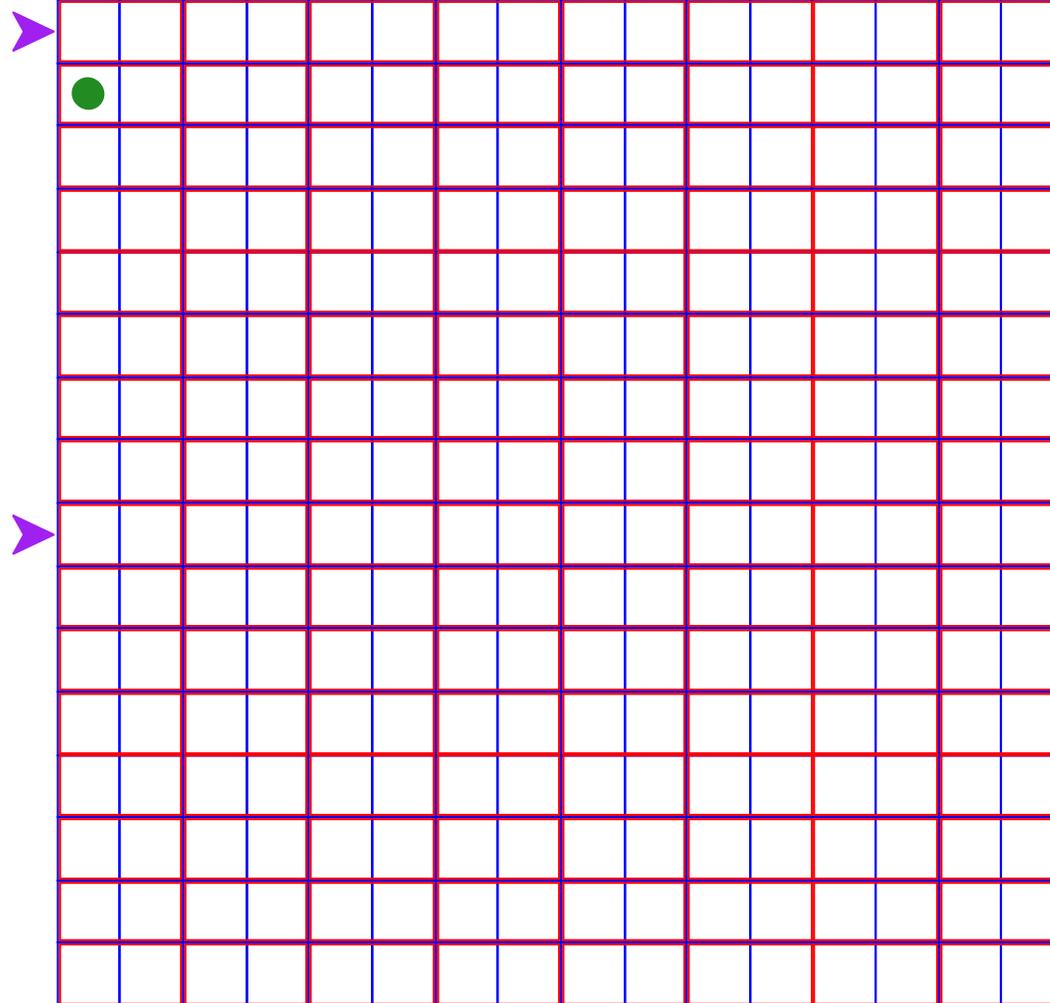
`grid[0][15]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 16 S = 64

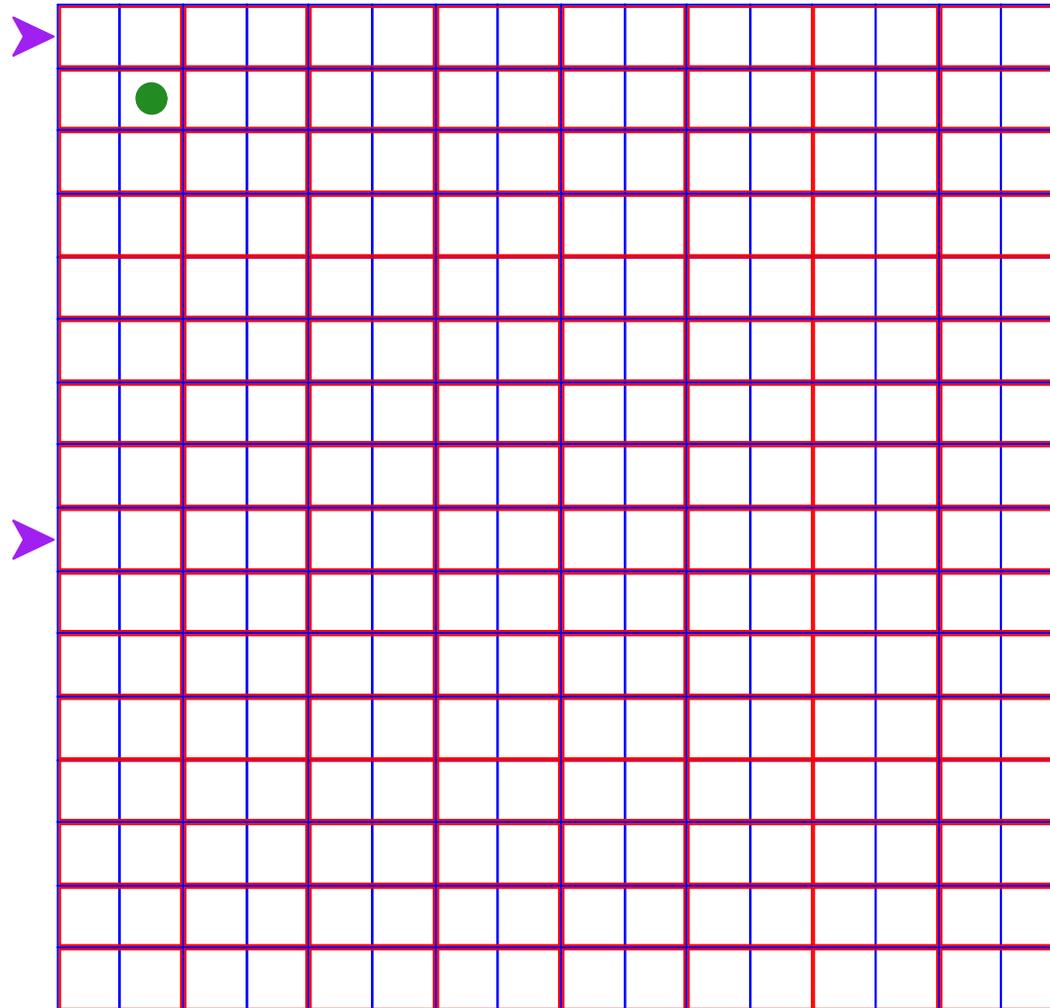
grid[1][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

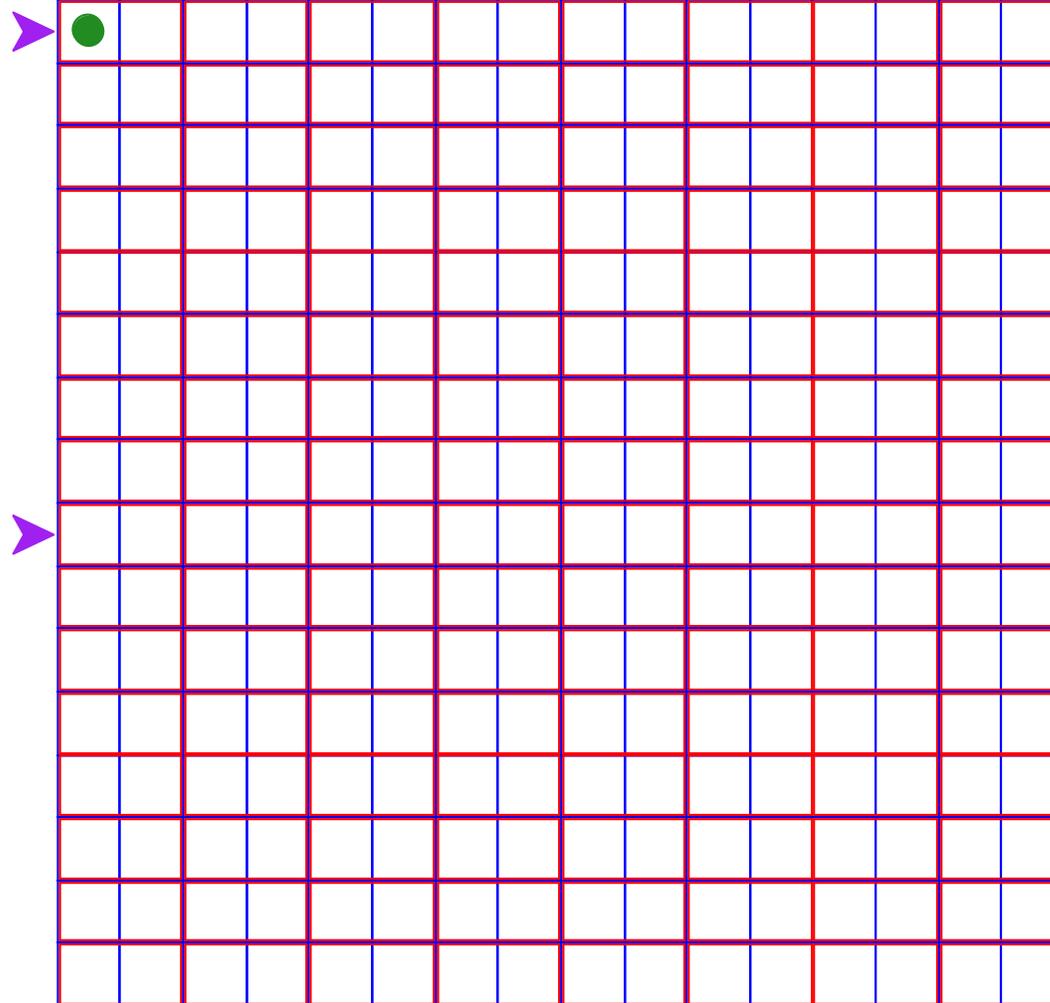
`grid[1][1]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 16 S = 64

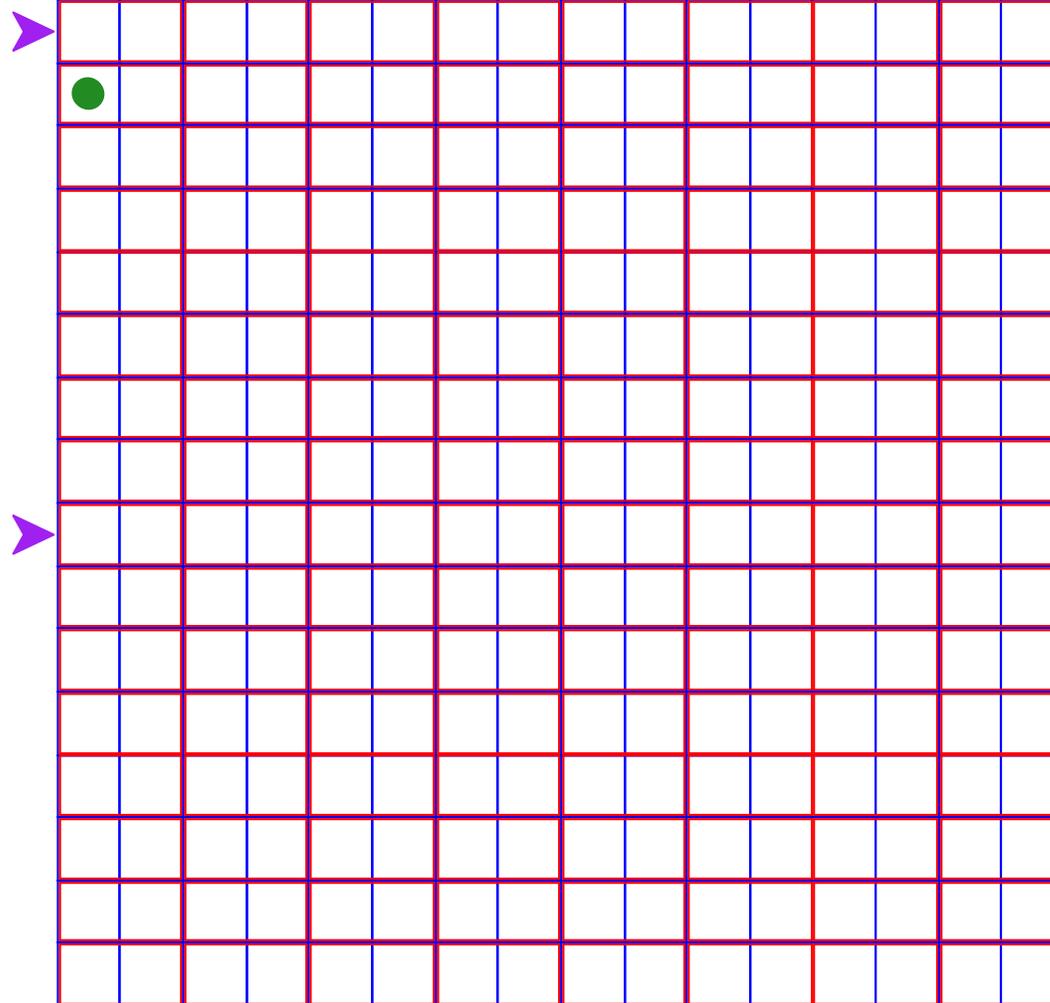
grid[0][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

$B = 16$ $S = 64$

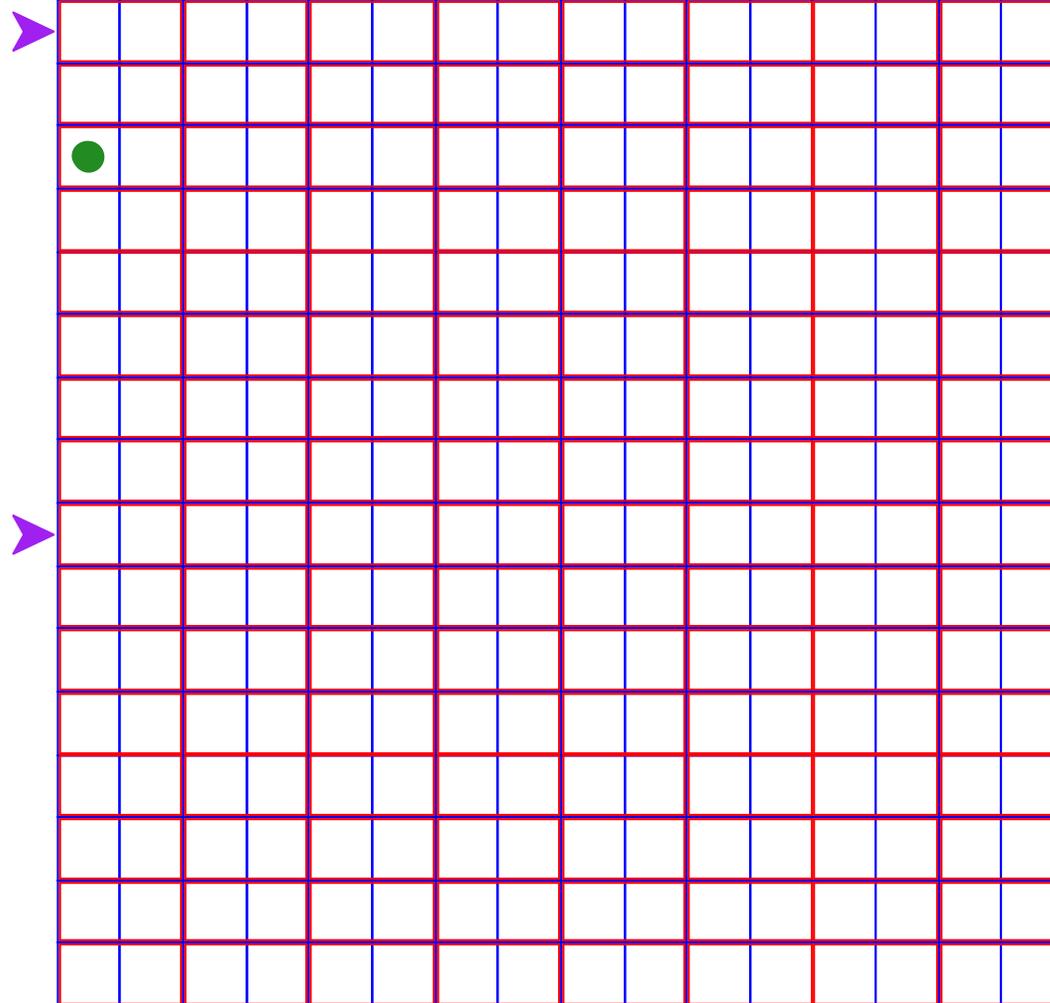
`grid[1][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 64

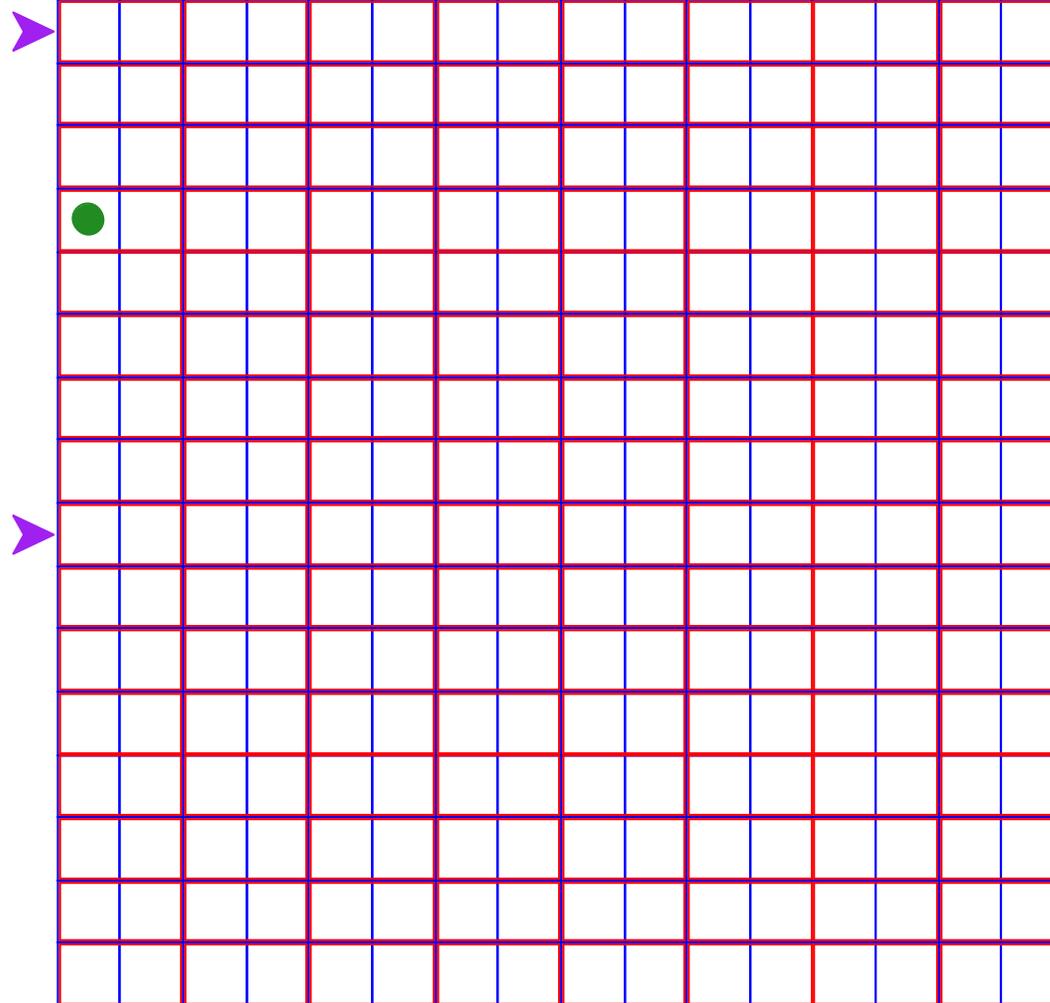
grid[2][0]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

$B = 16$ $S = 64$

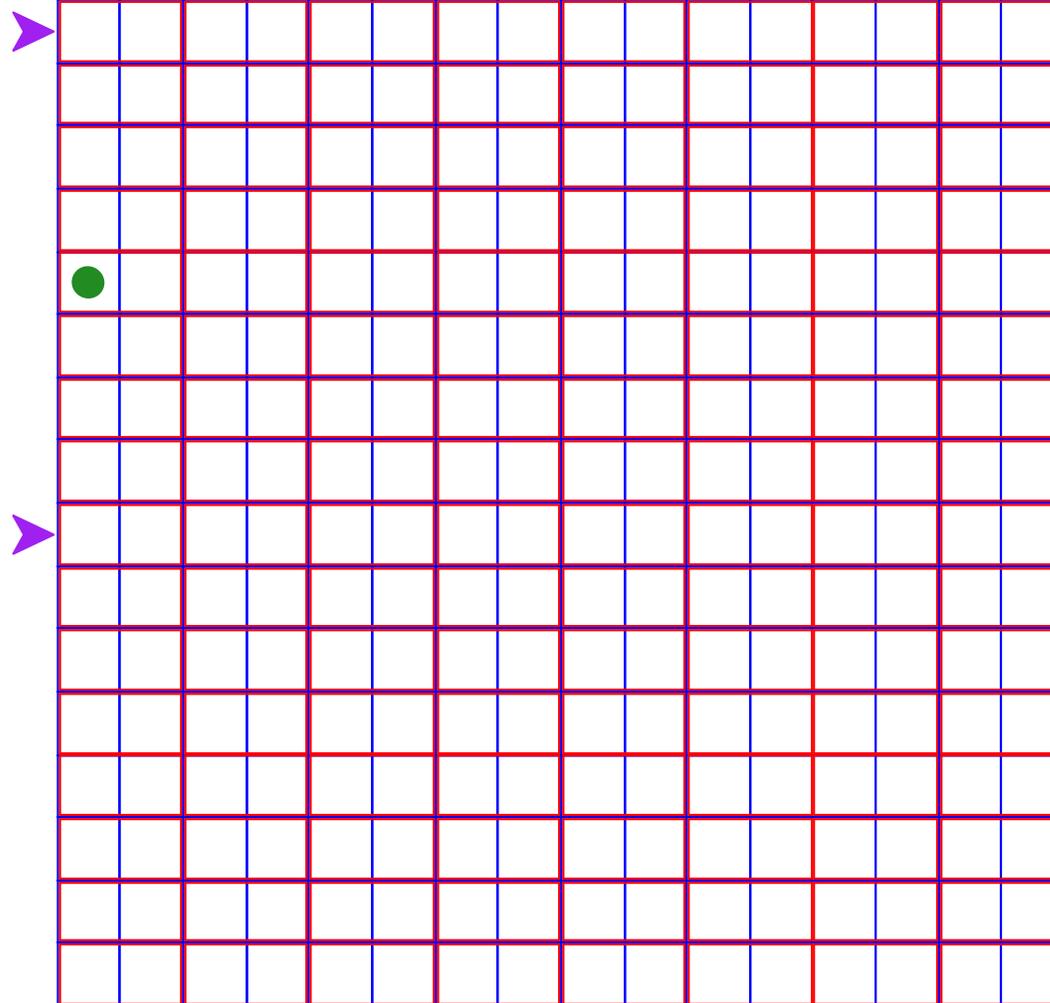
`grid[3][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

$B = 16$ $S = 64$

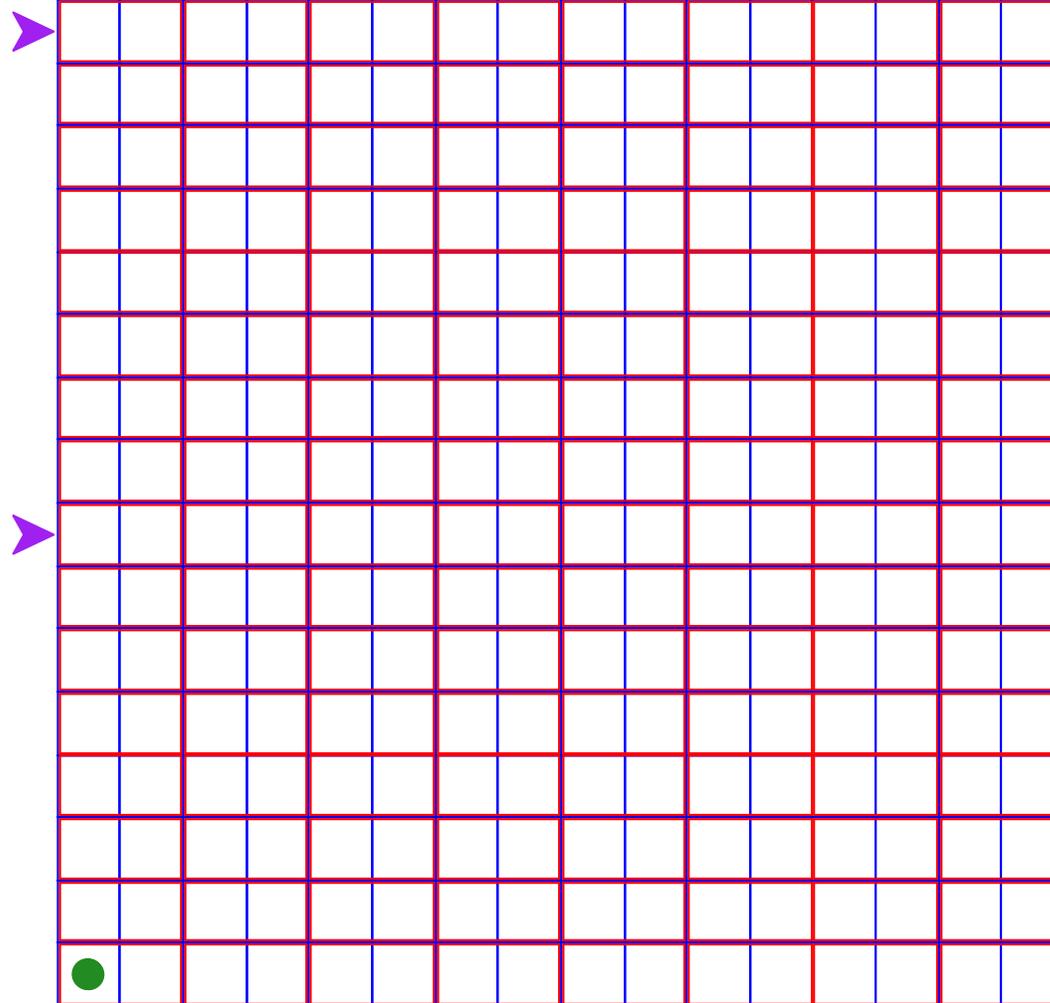
`grid[4][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 64

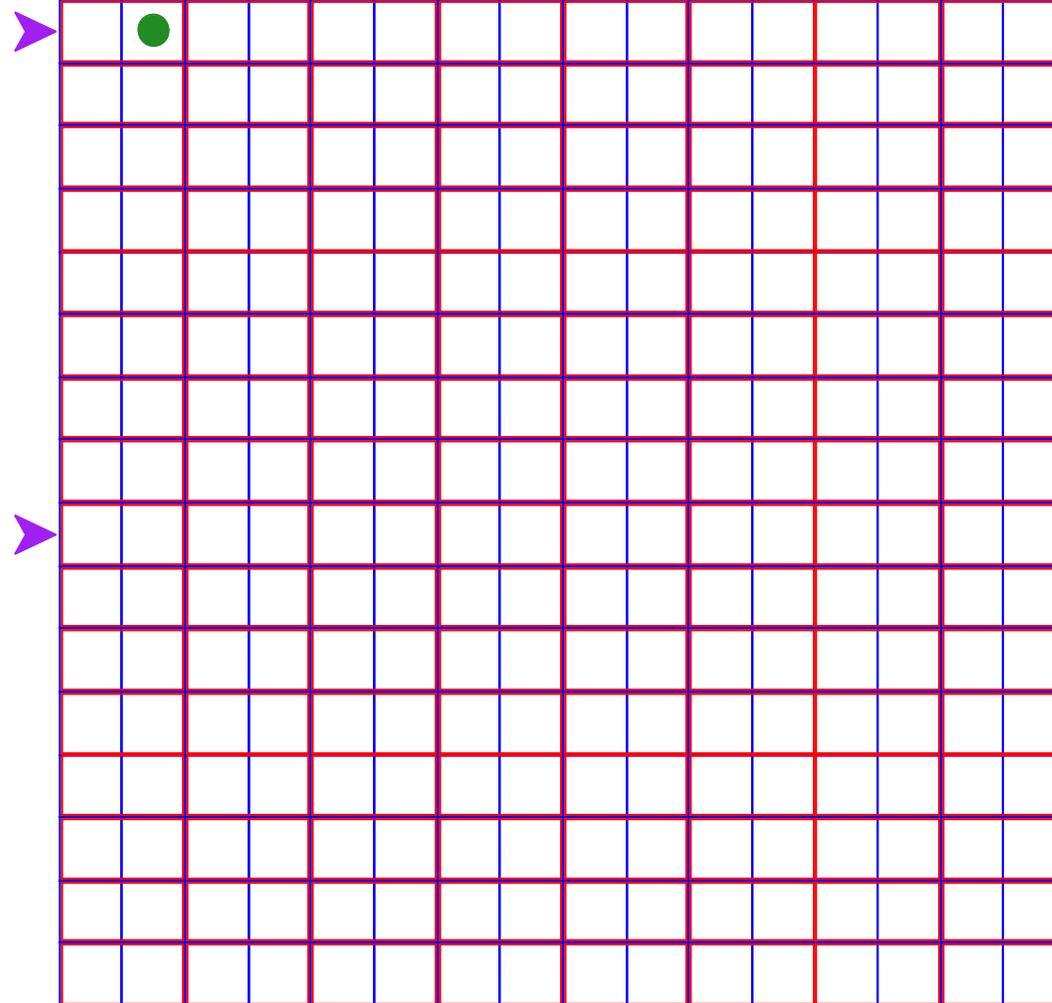
grid[15][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 64

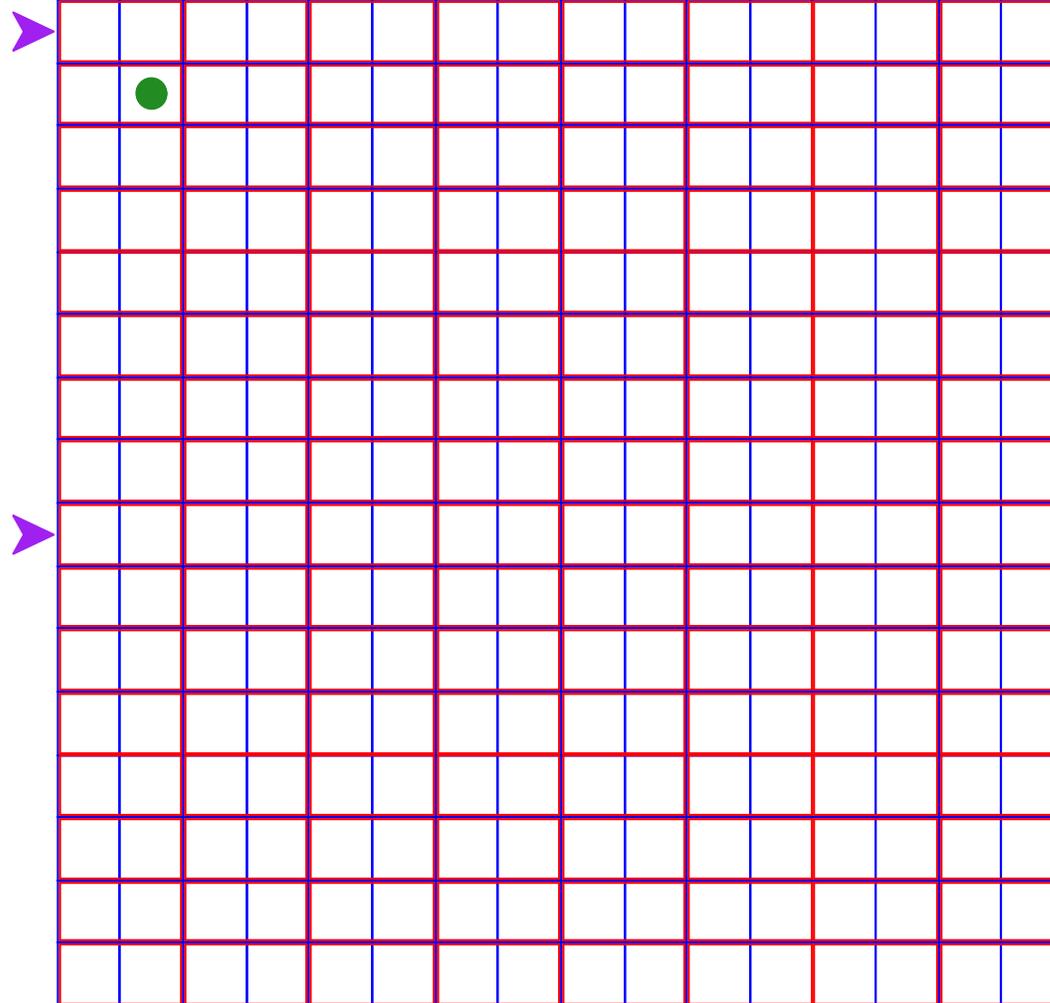
grid[0][1]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 64

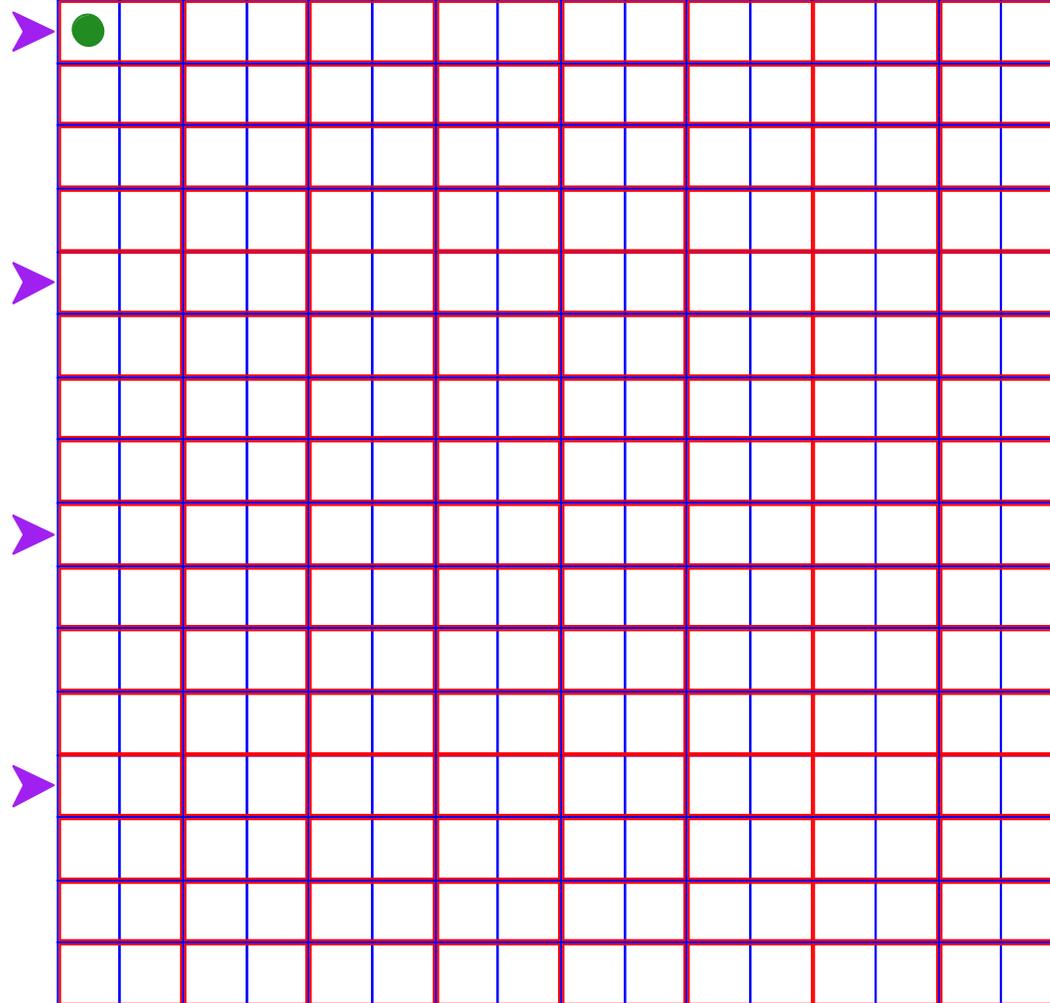
grid[1][1]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 32

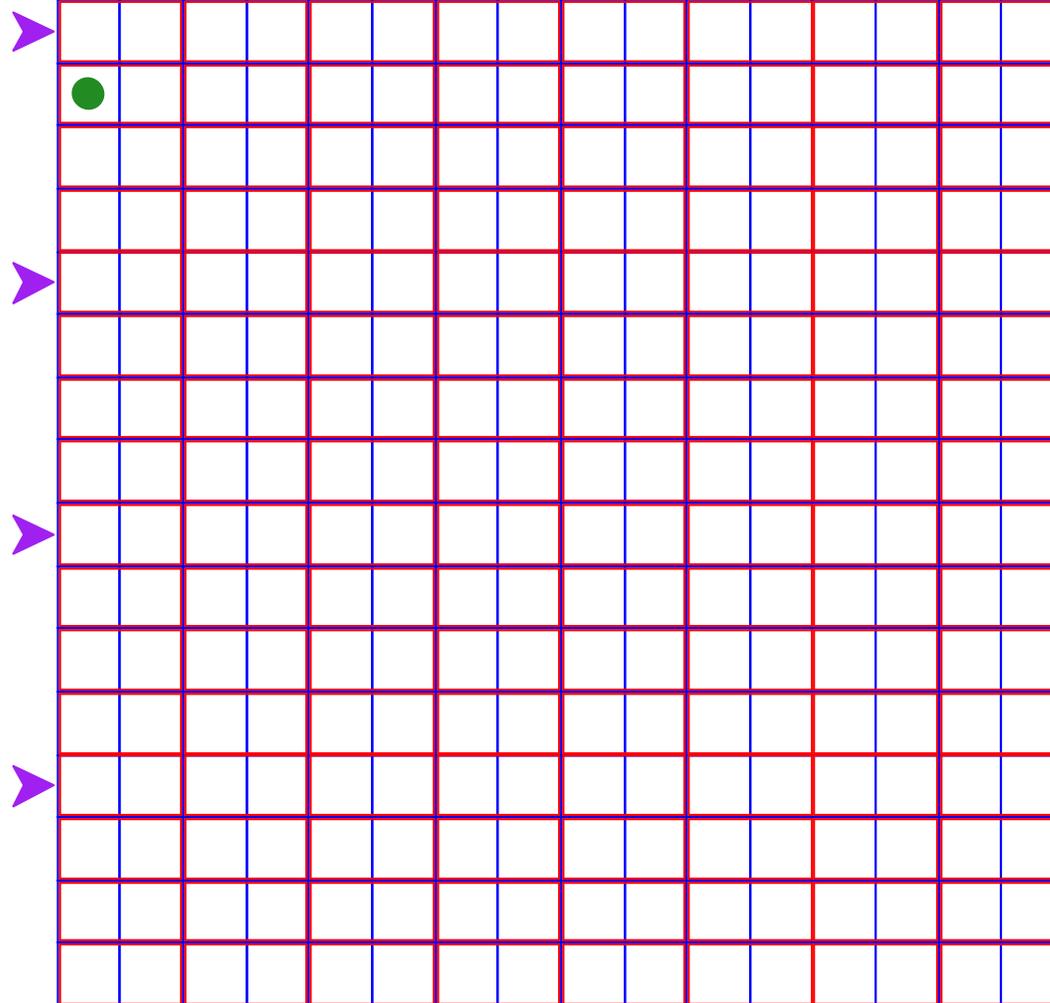
grid[0][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

$B = 16$ $S = 32$

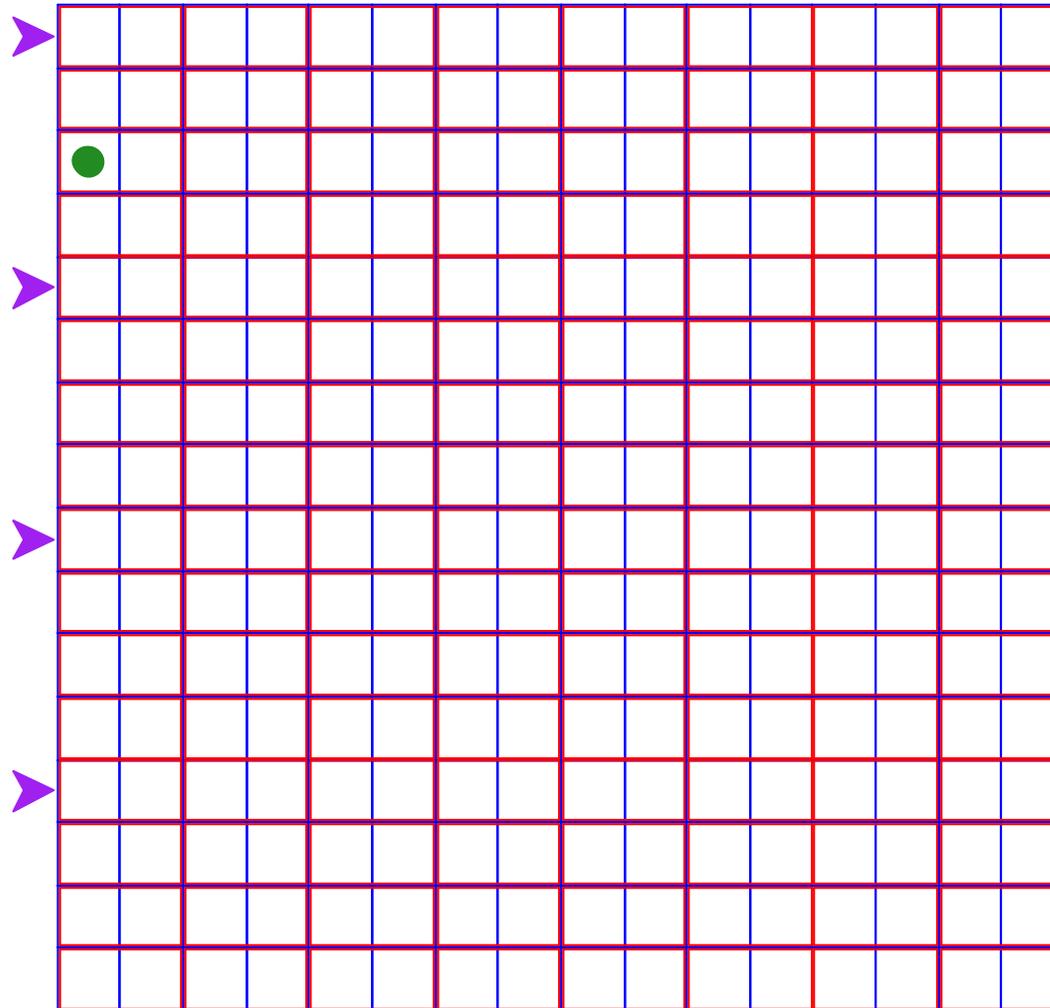
`grid[1][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 32

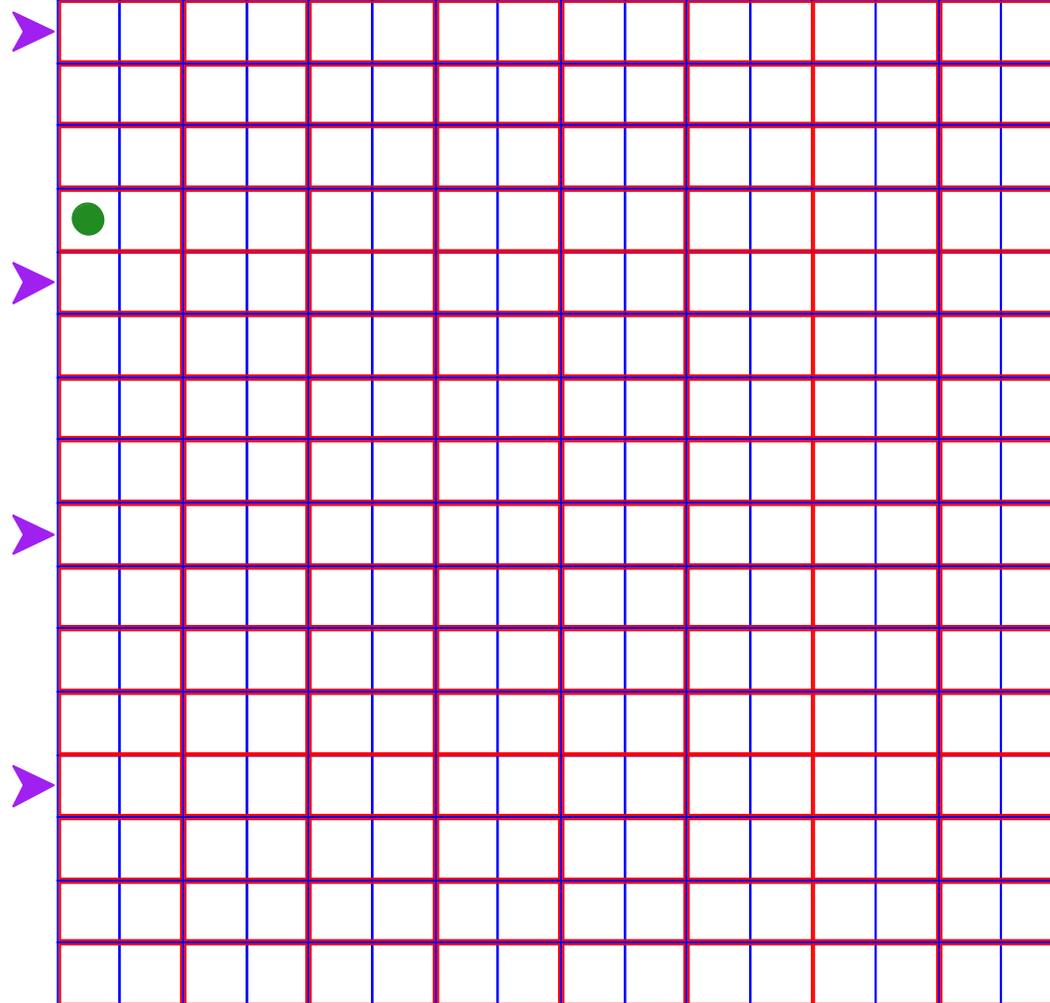
grid[2][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 32

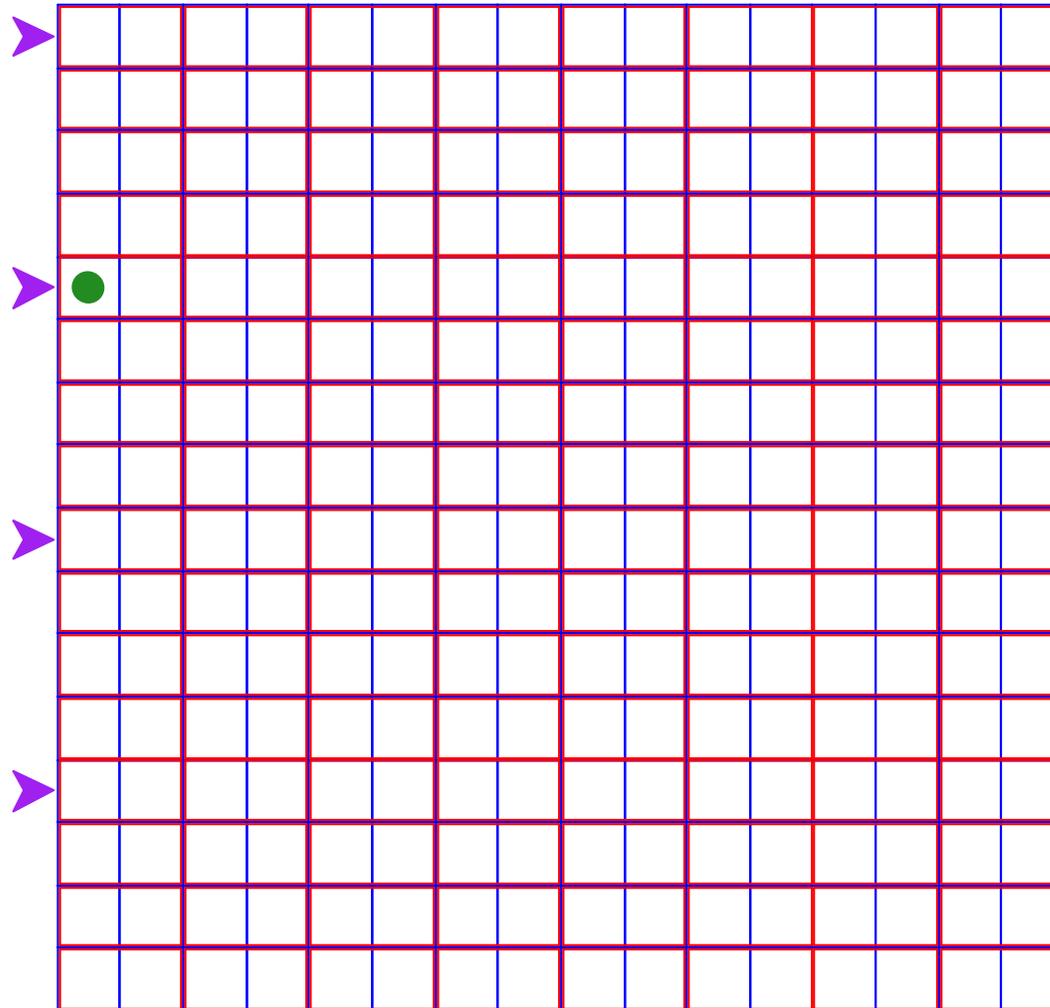
grid[3][0]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 32

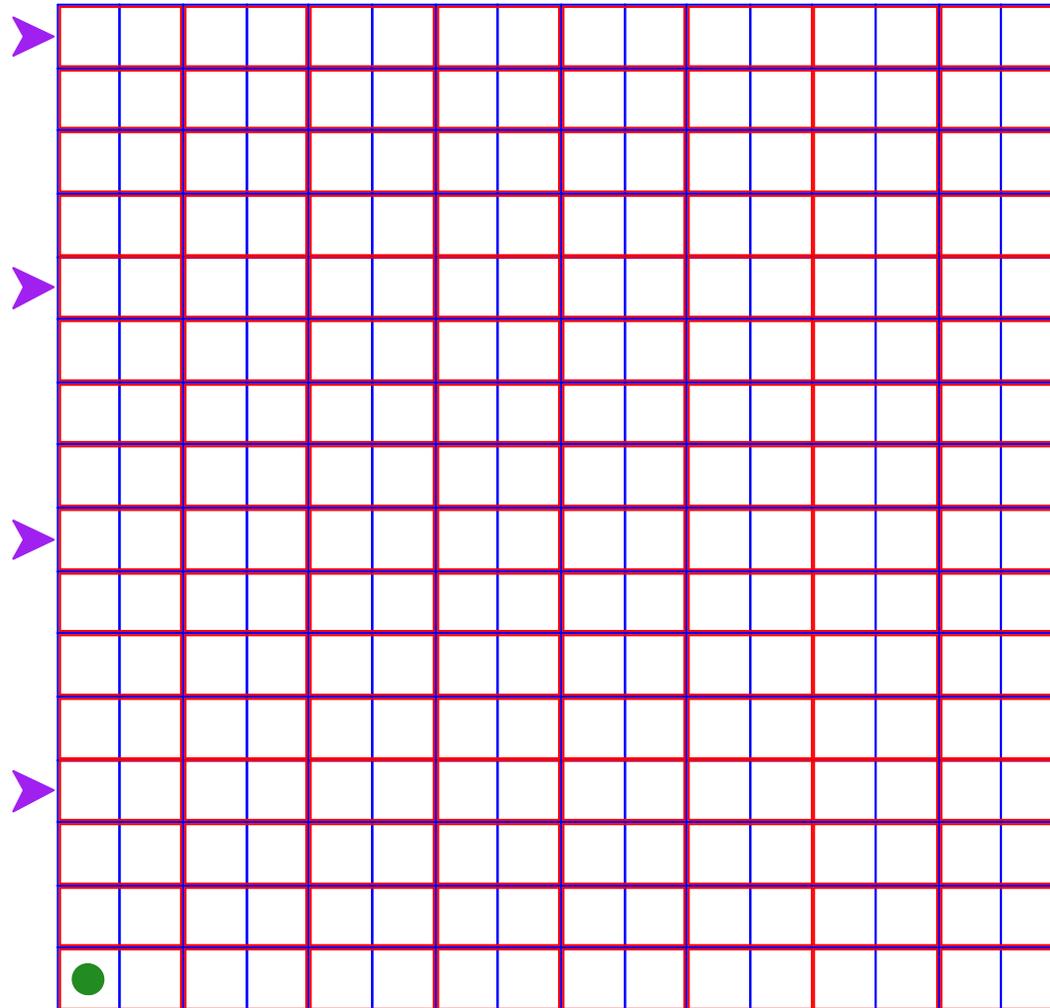
grid[4][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 32

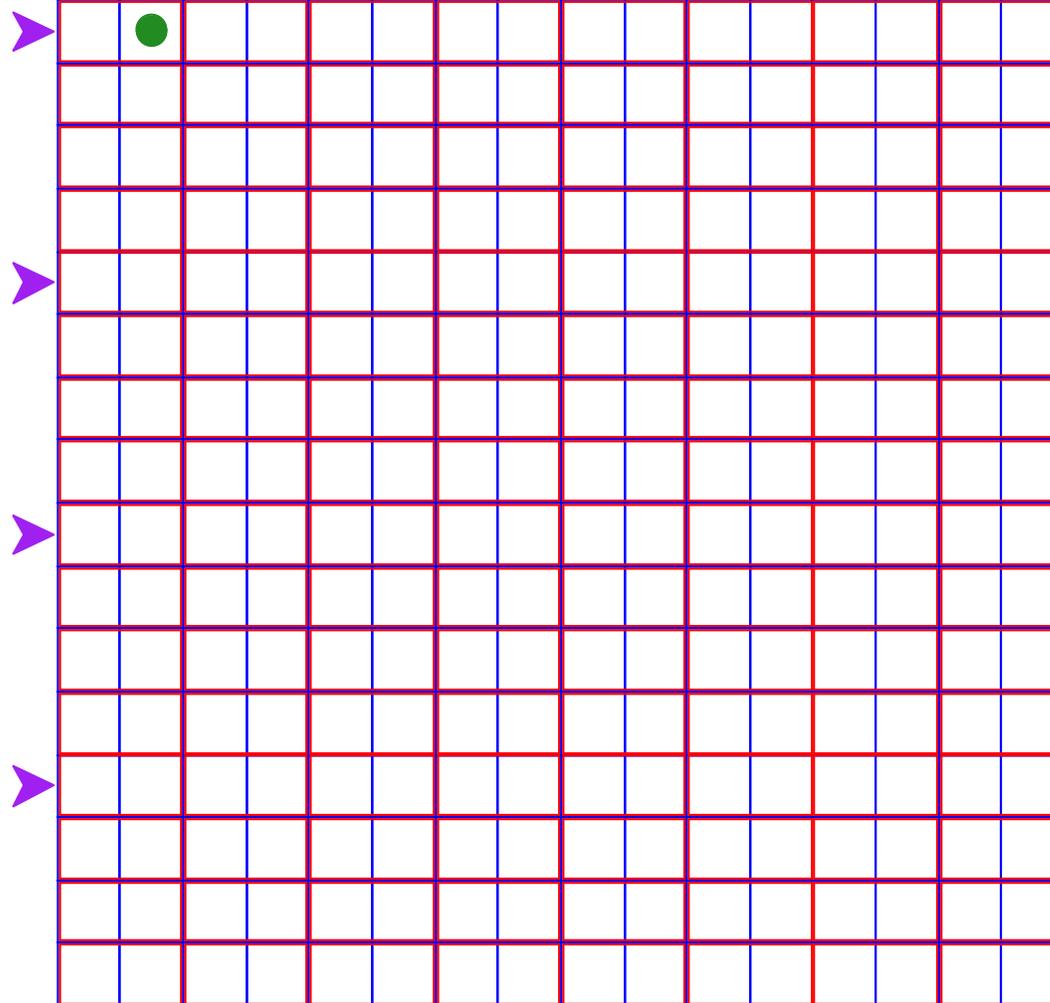
grid[15][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 32

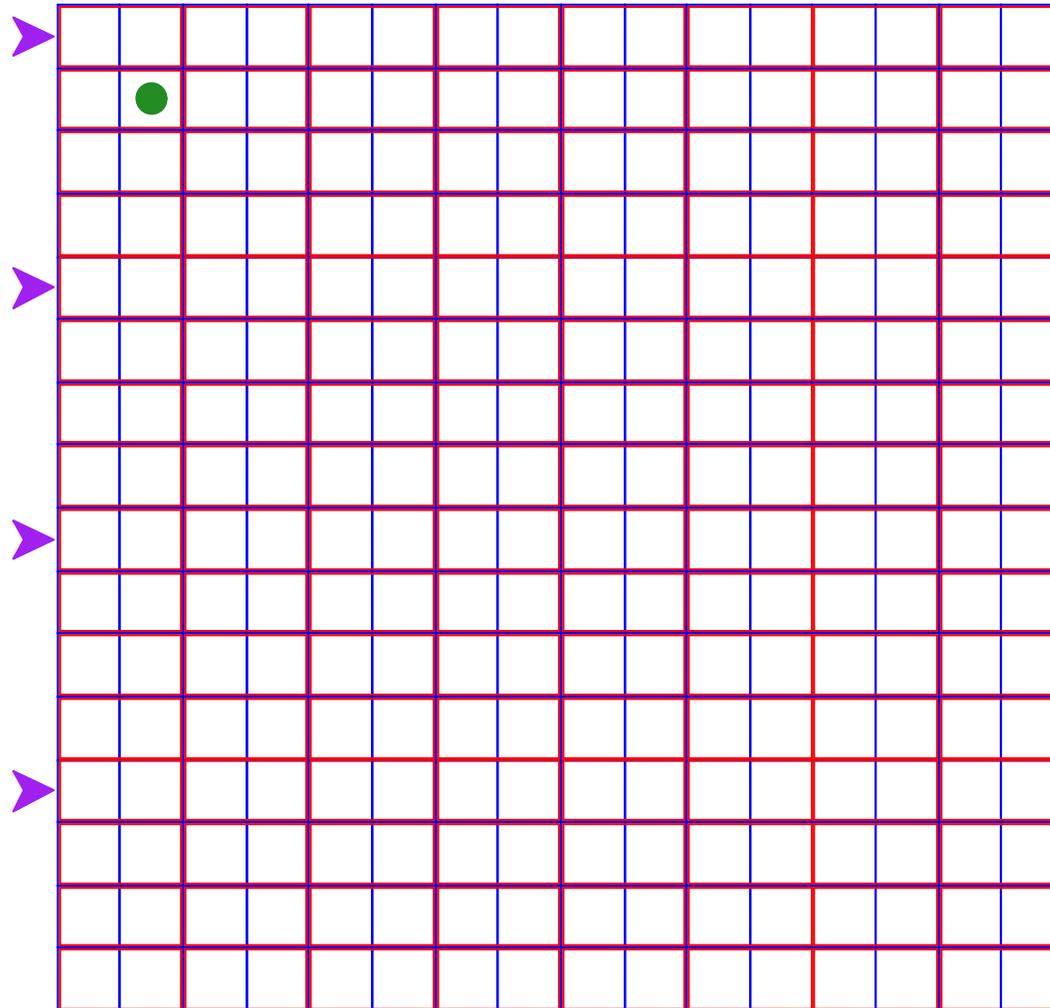
grid[0][1]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 32

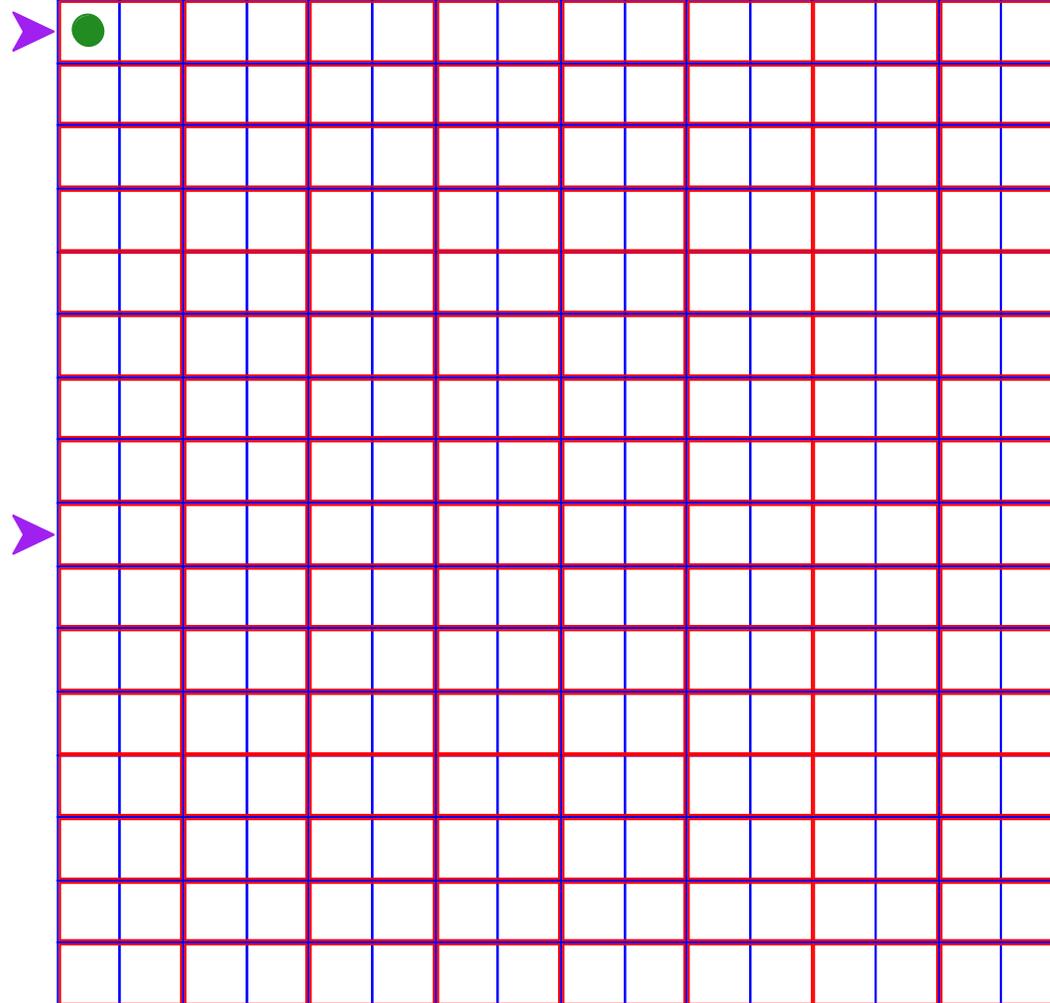
grid[1][1]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[j][i].x;
```

B = 16 S = 64

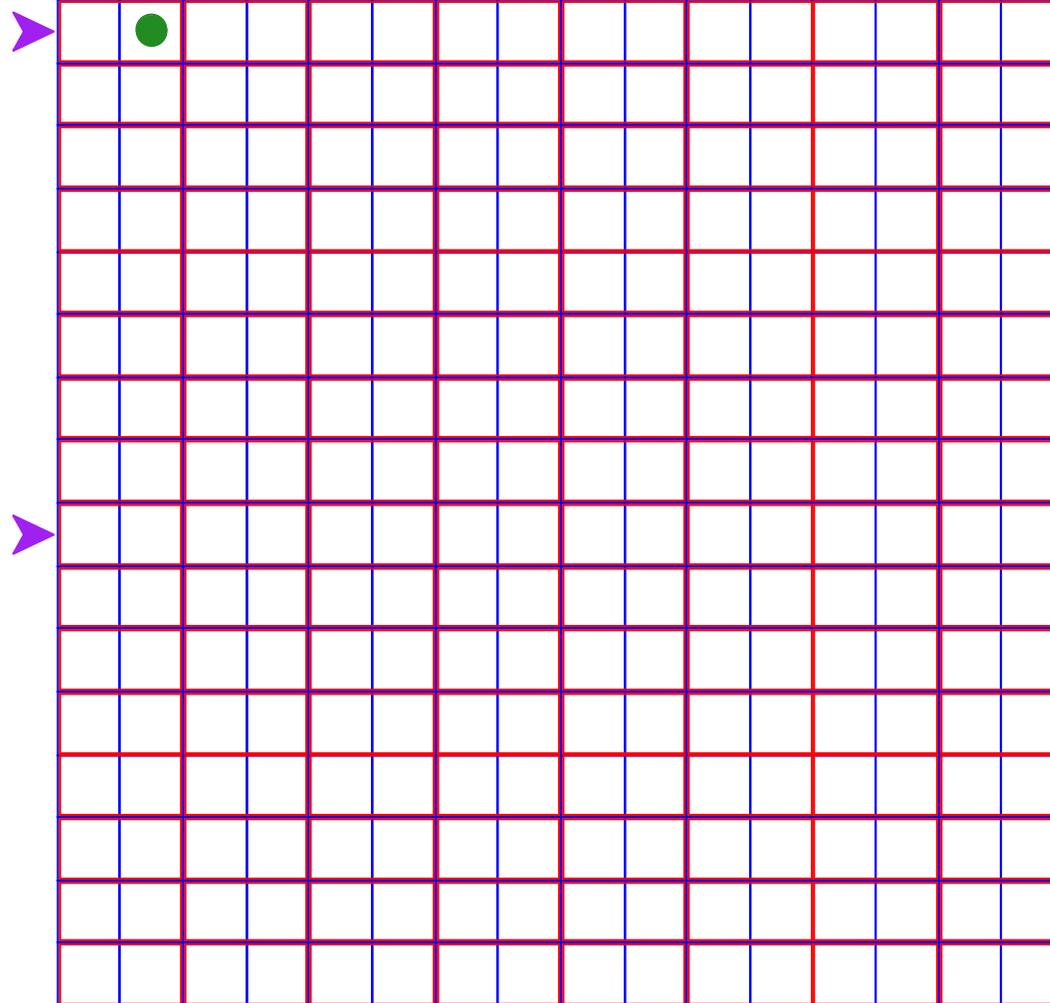
grid[0][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

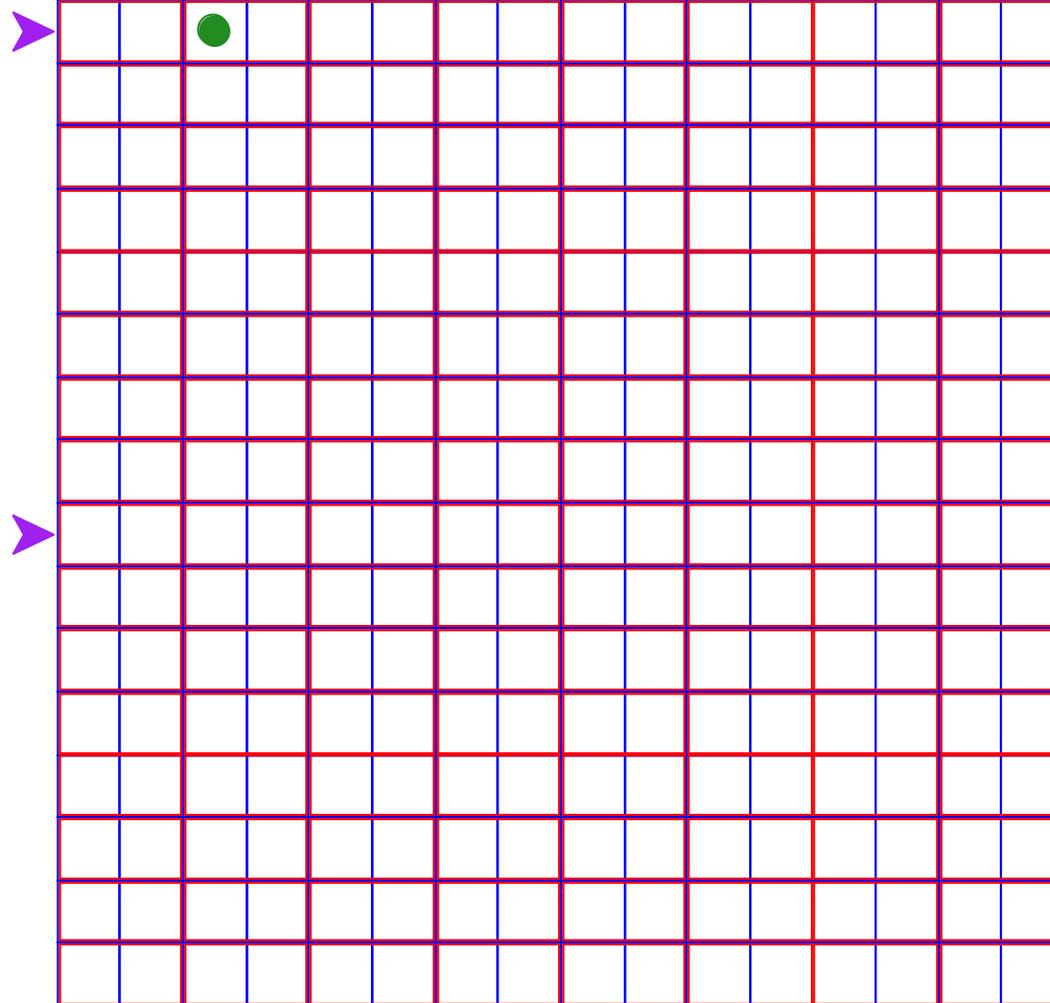
`grid[0][1]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 16 S = 64

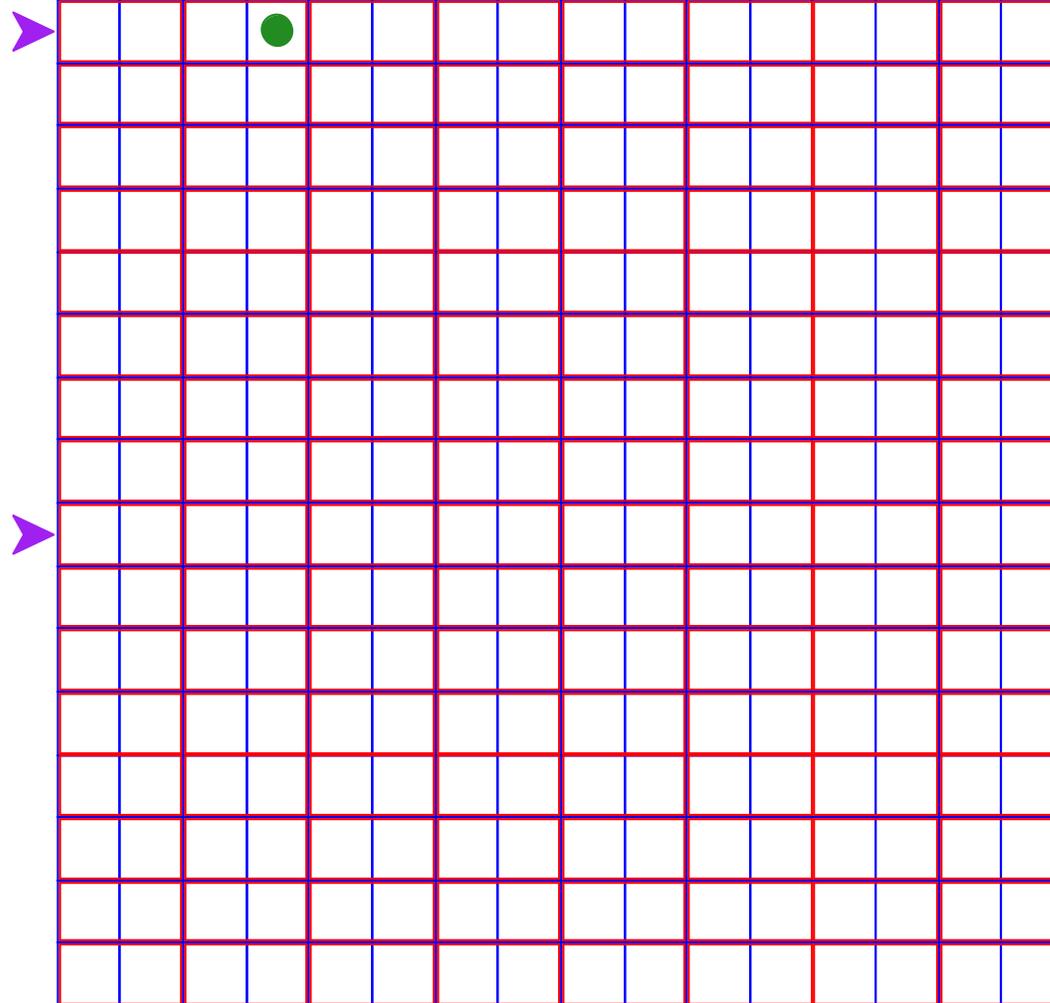
grid[0][2]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

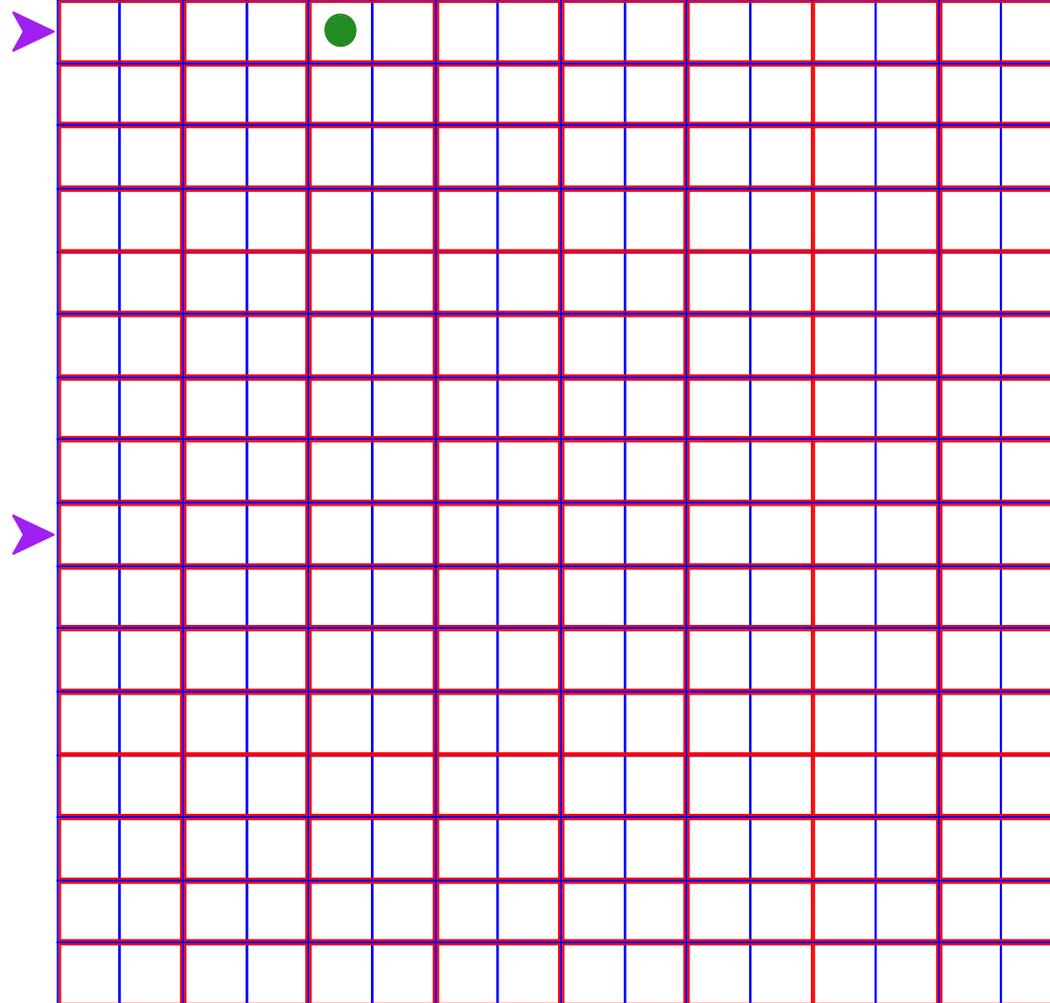
`grid[0][3]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

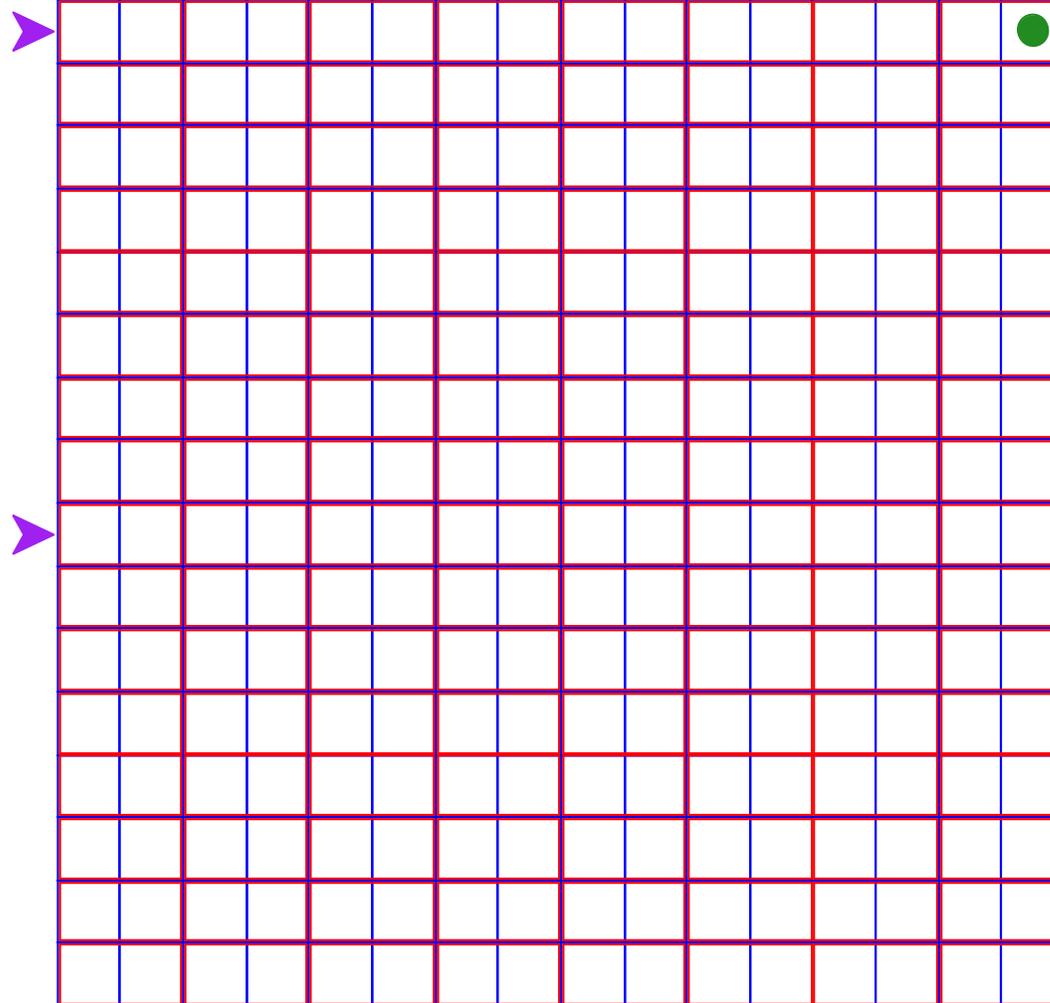
`grid[0][4]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

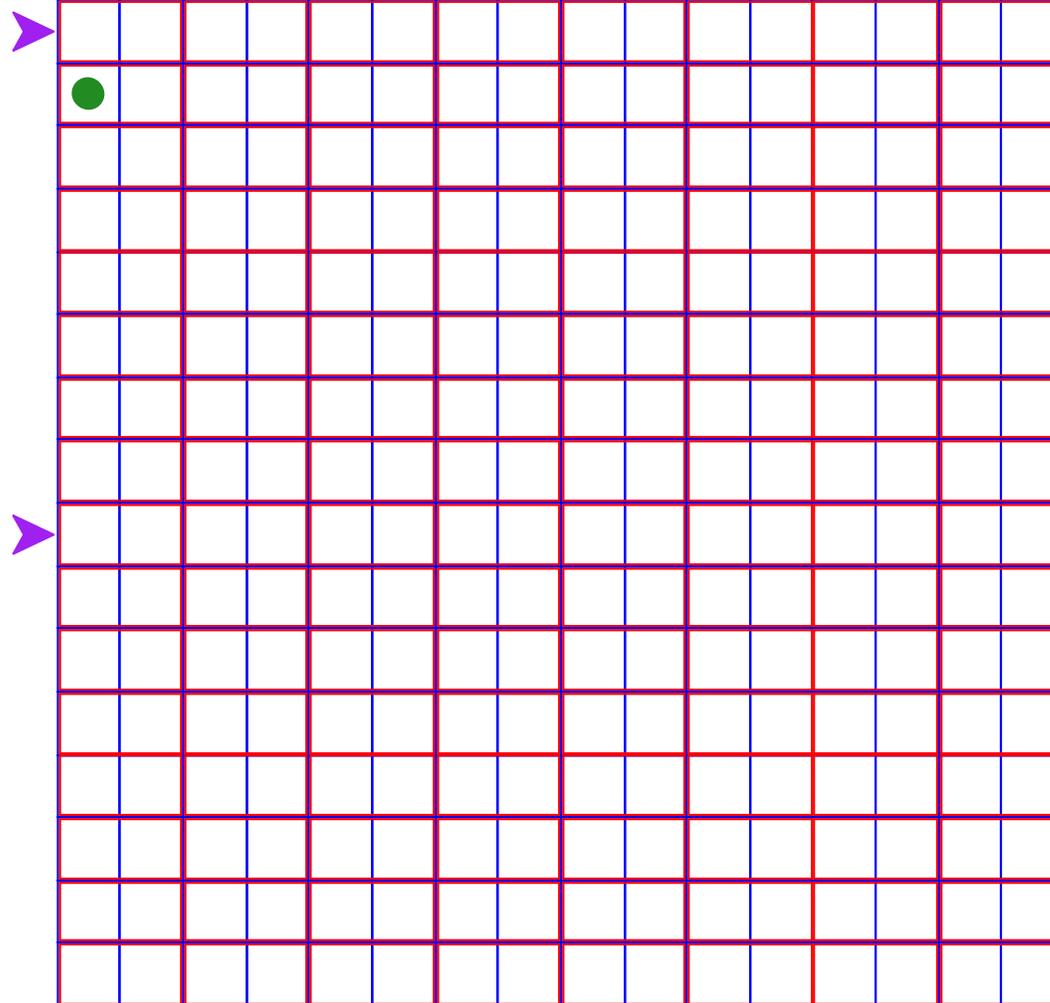
`grid[0][15]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

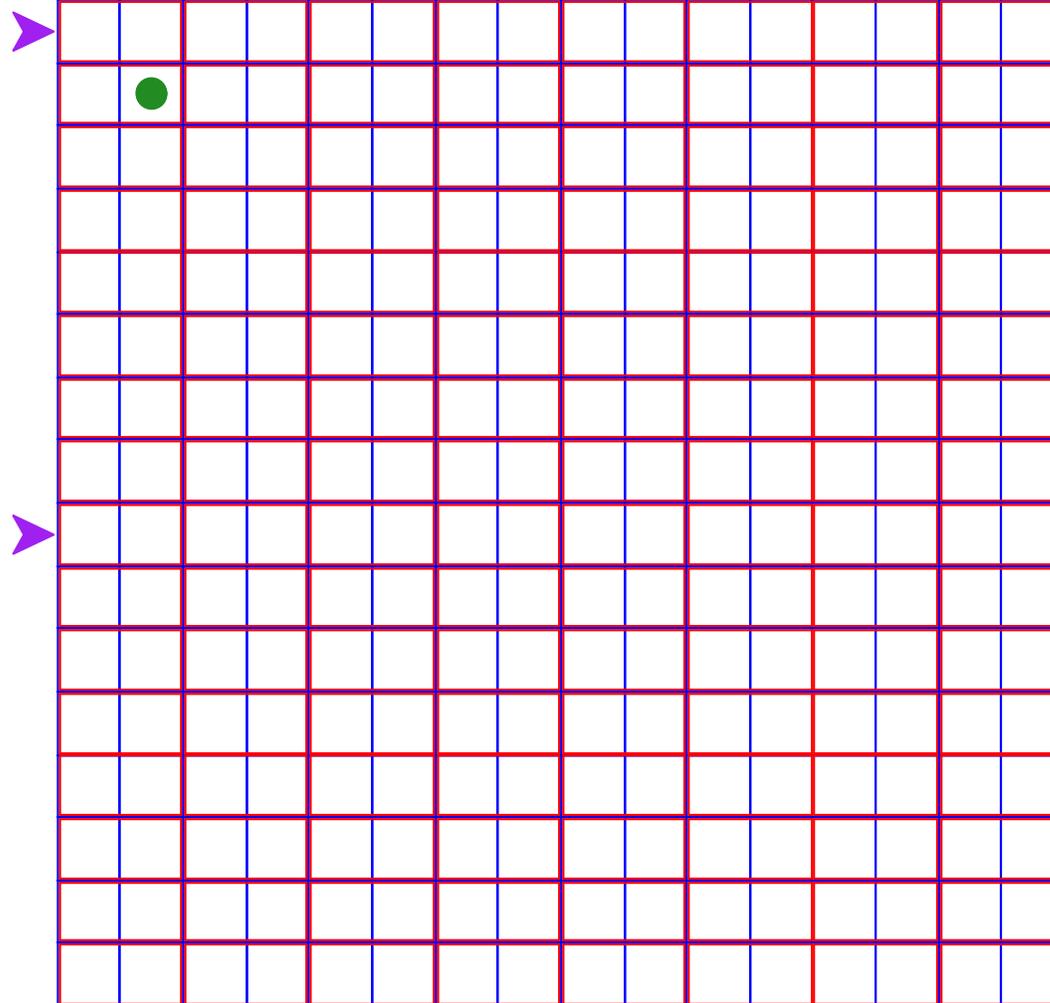
`grid[1][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 64$

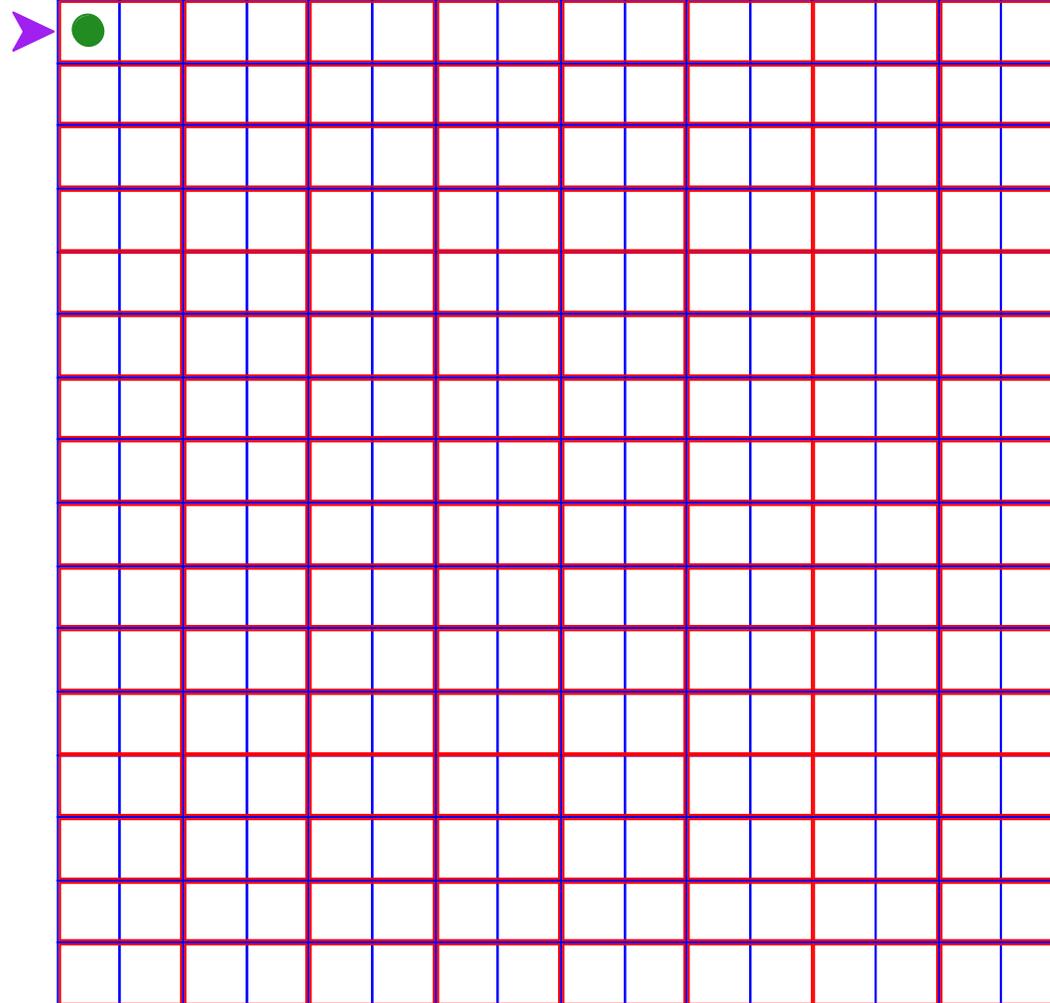
`grid[1][1]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 128$

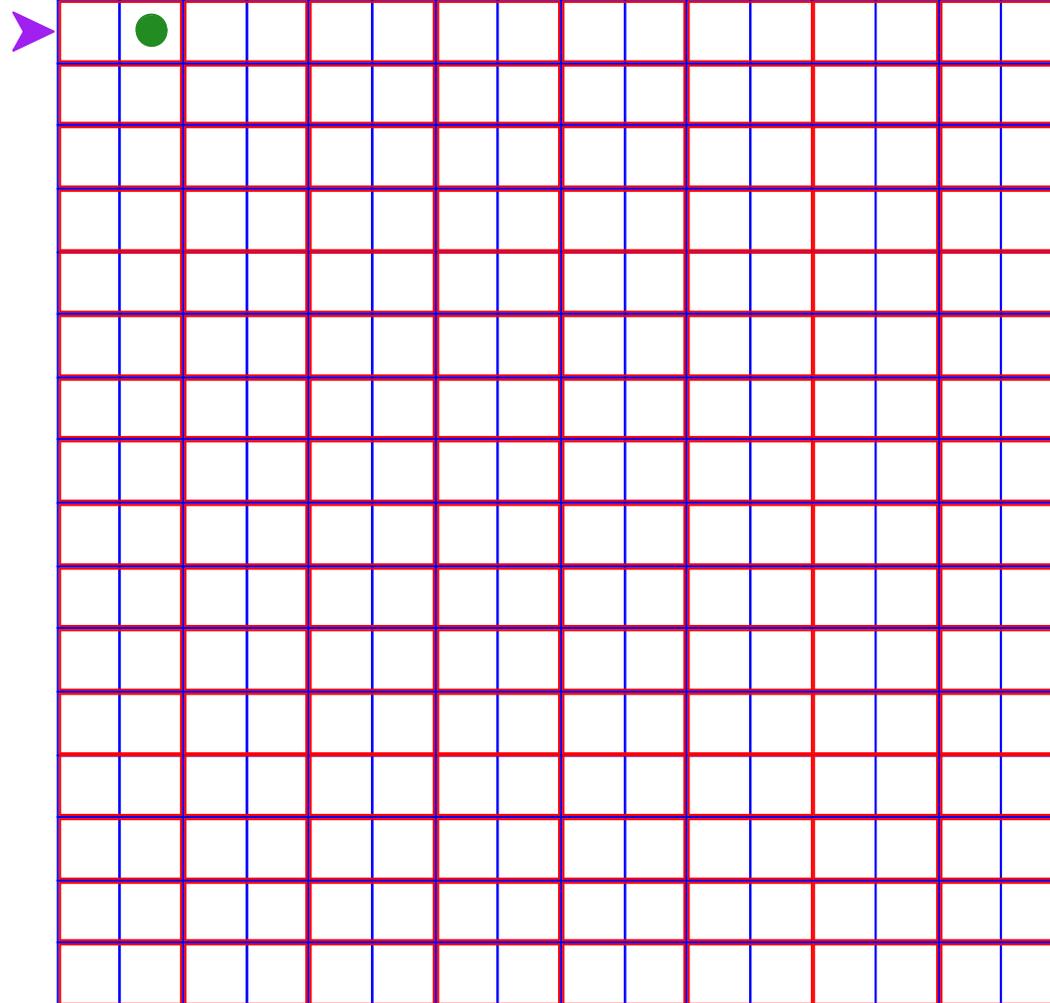
`grid[0][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 128$

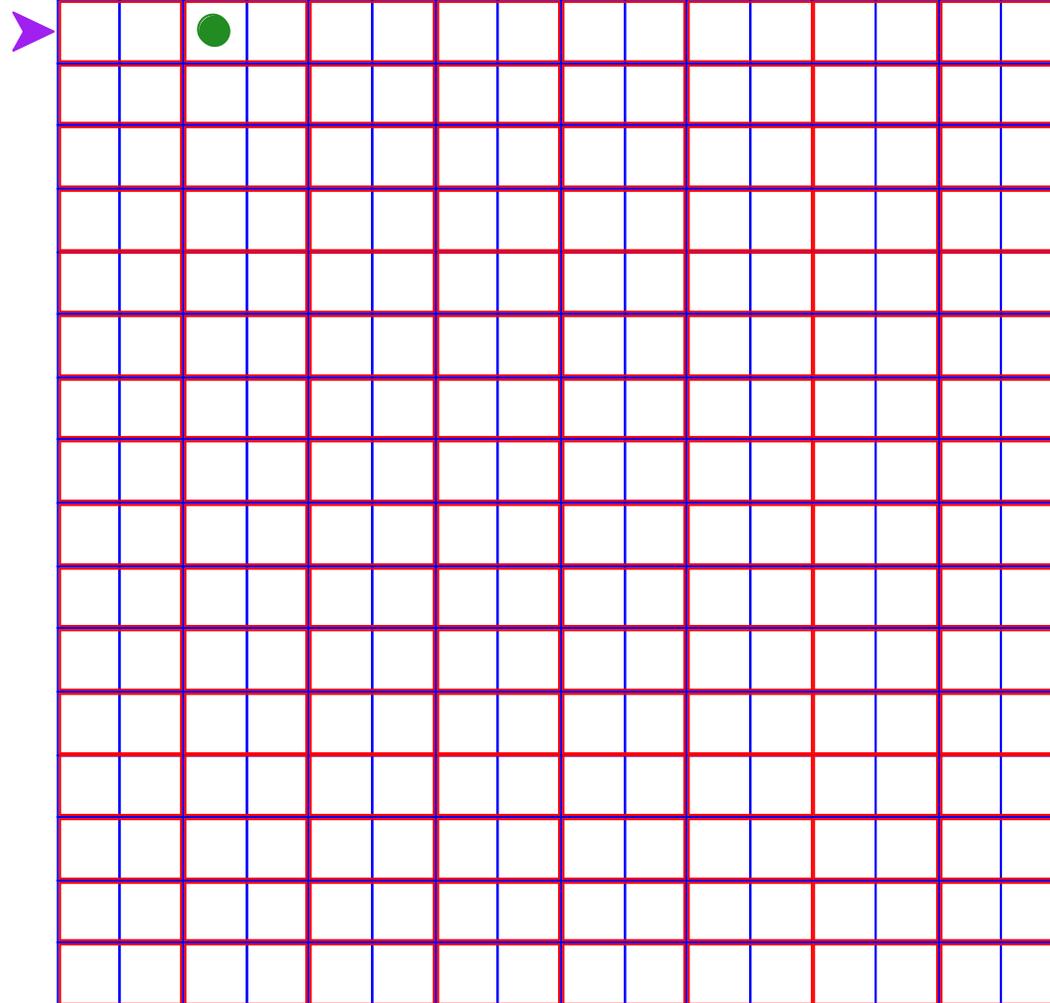
`grid[0][1]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 16 S = 128

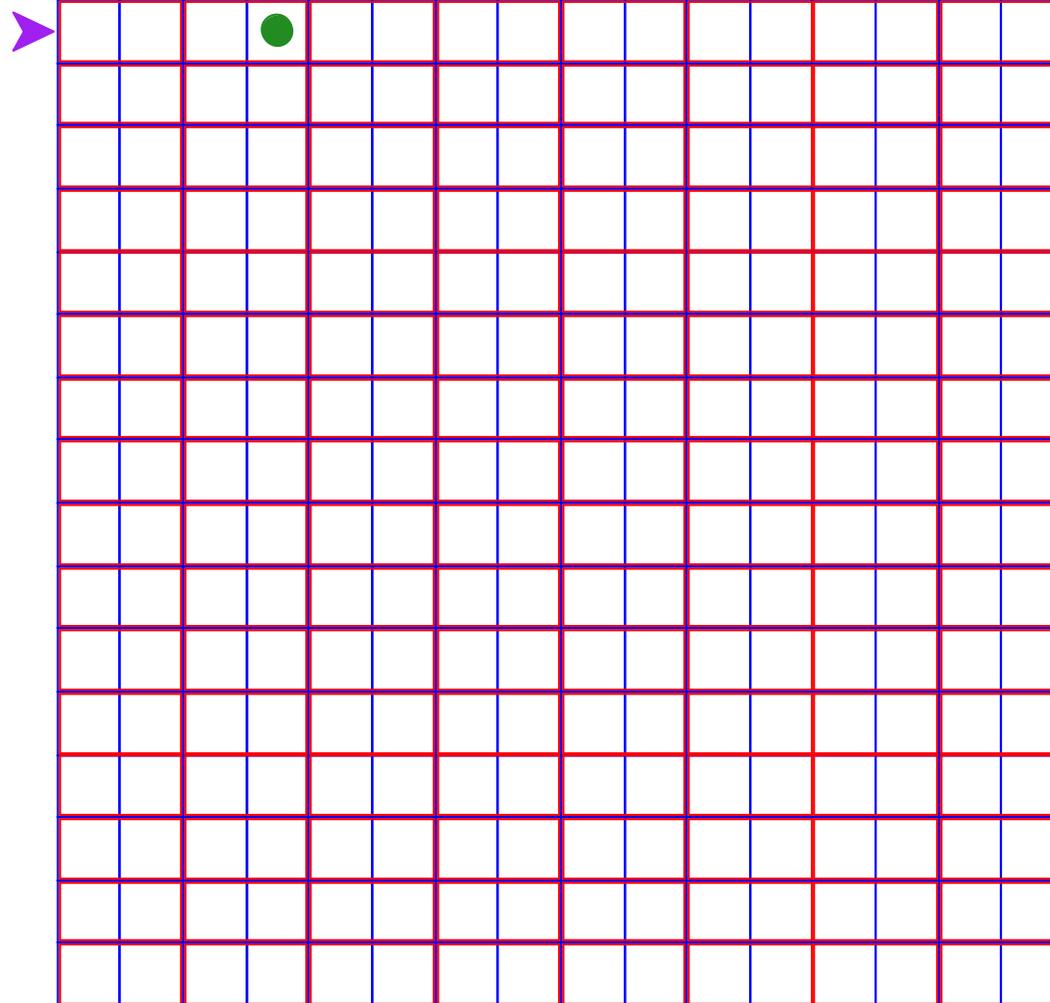
grid[0][2]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 128$

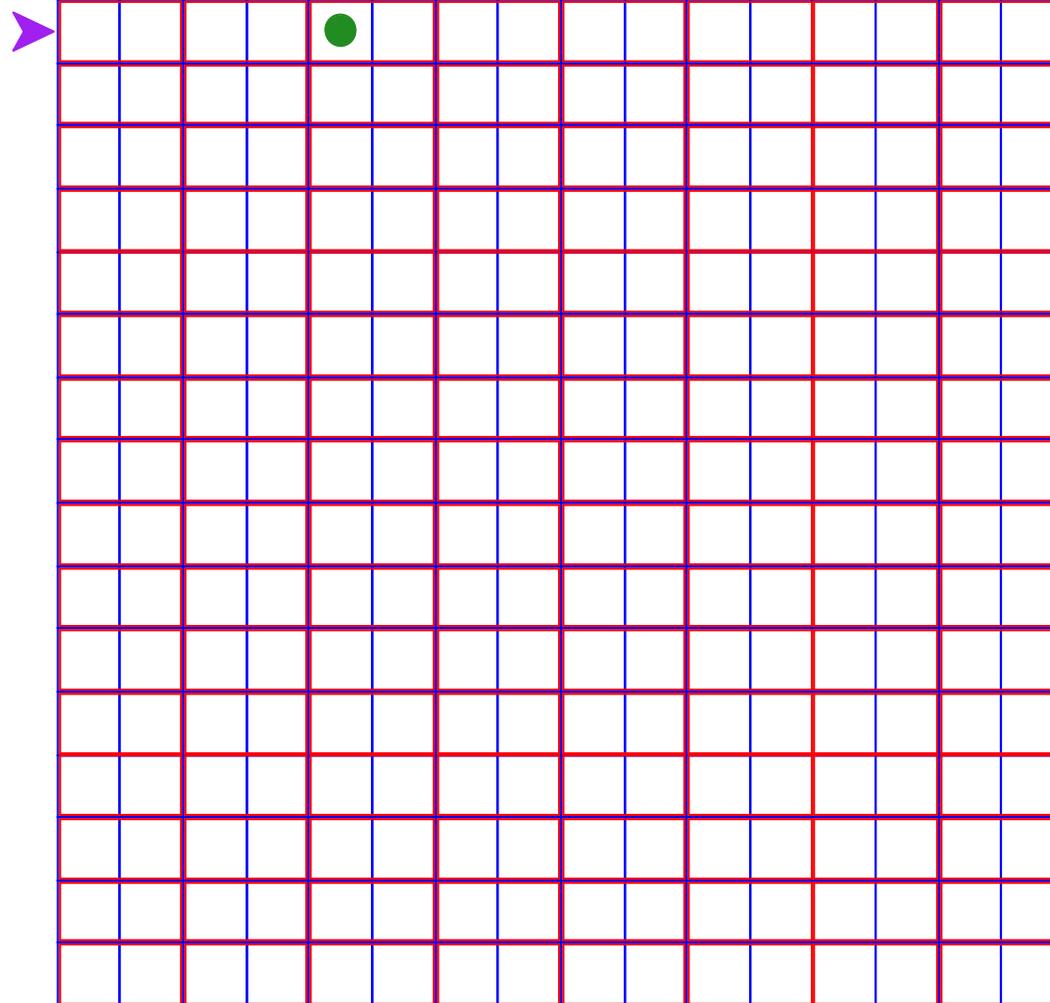
`grid[0][3]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 128$

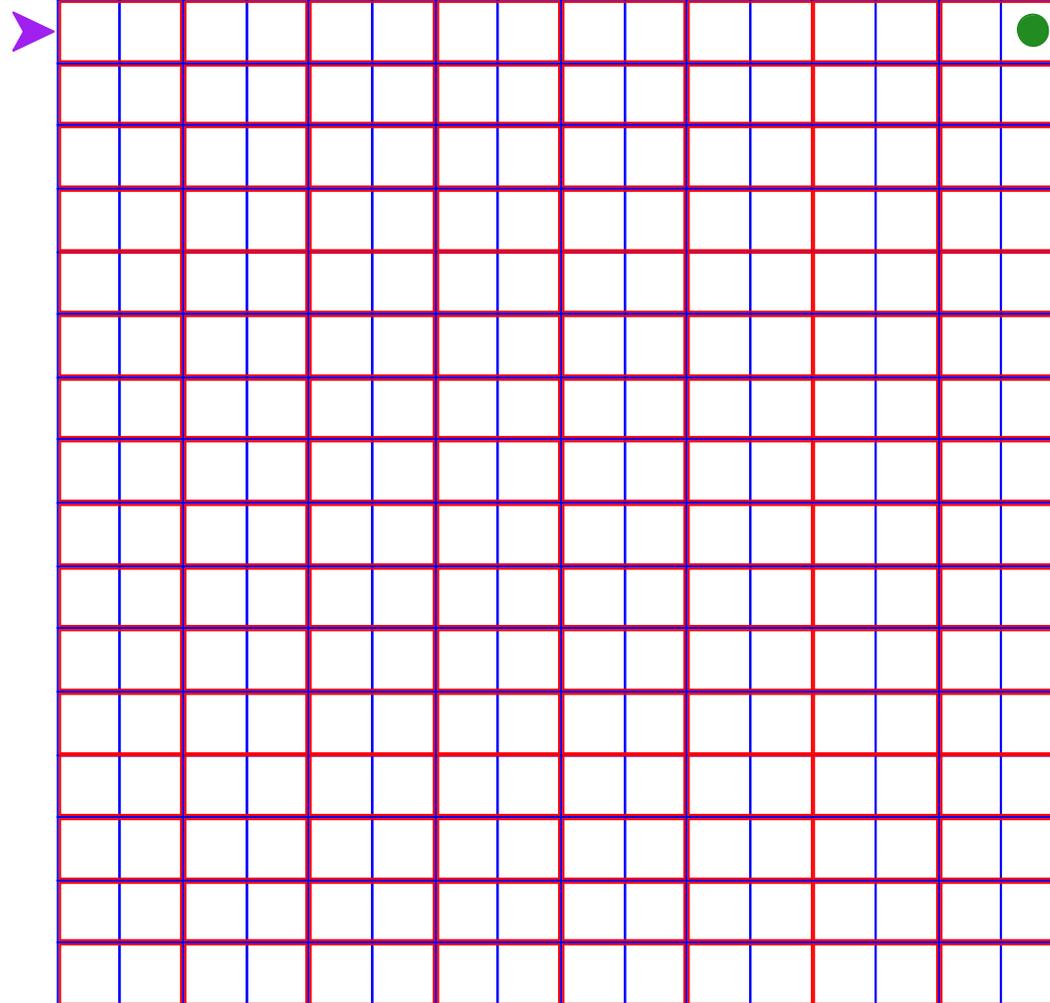
`grid[0][4]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 16 S = 128

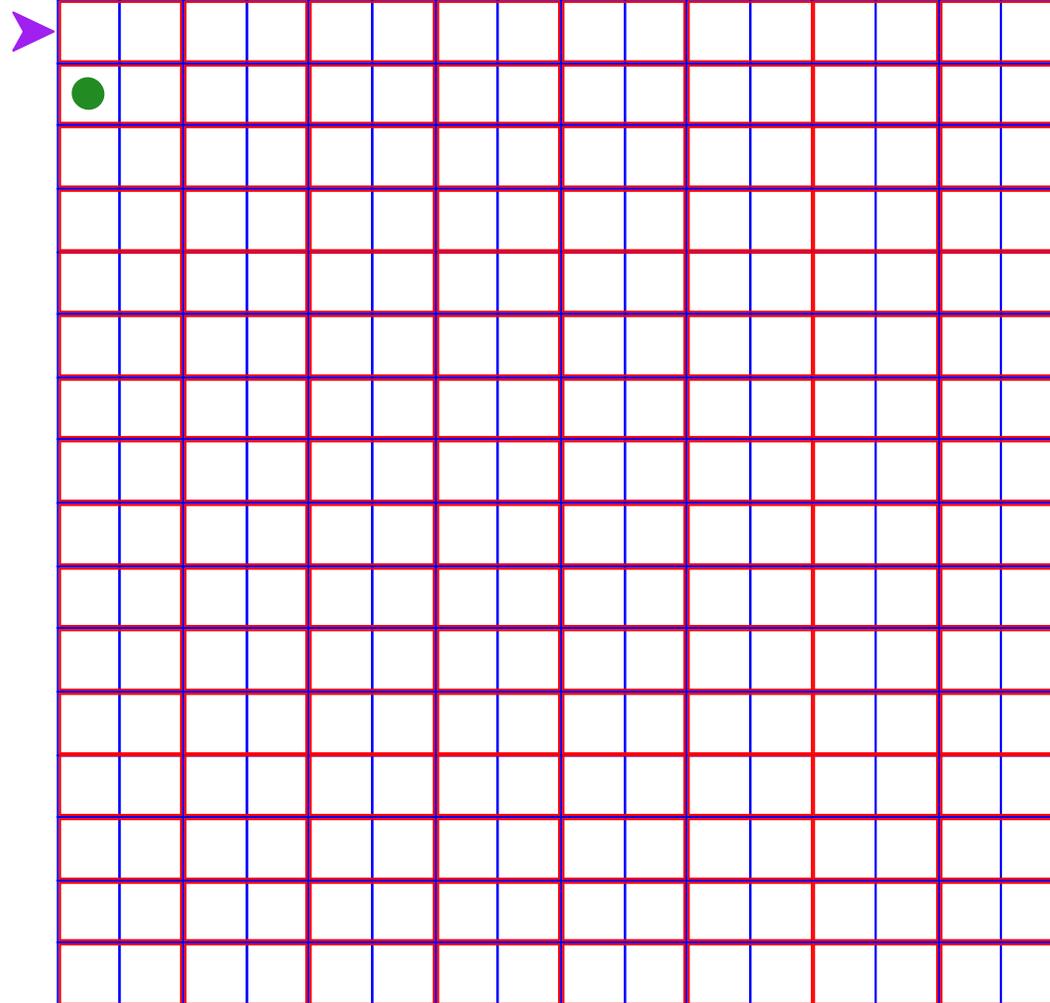
grid[0][15]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 128$

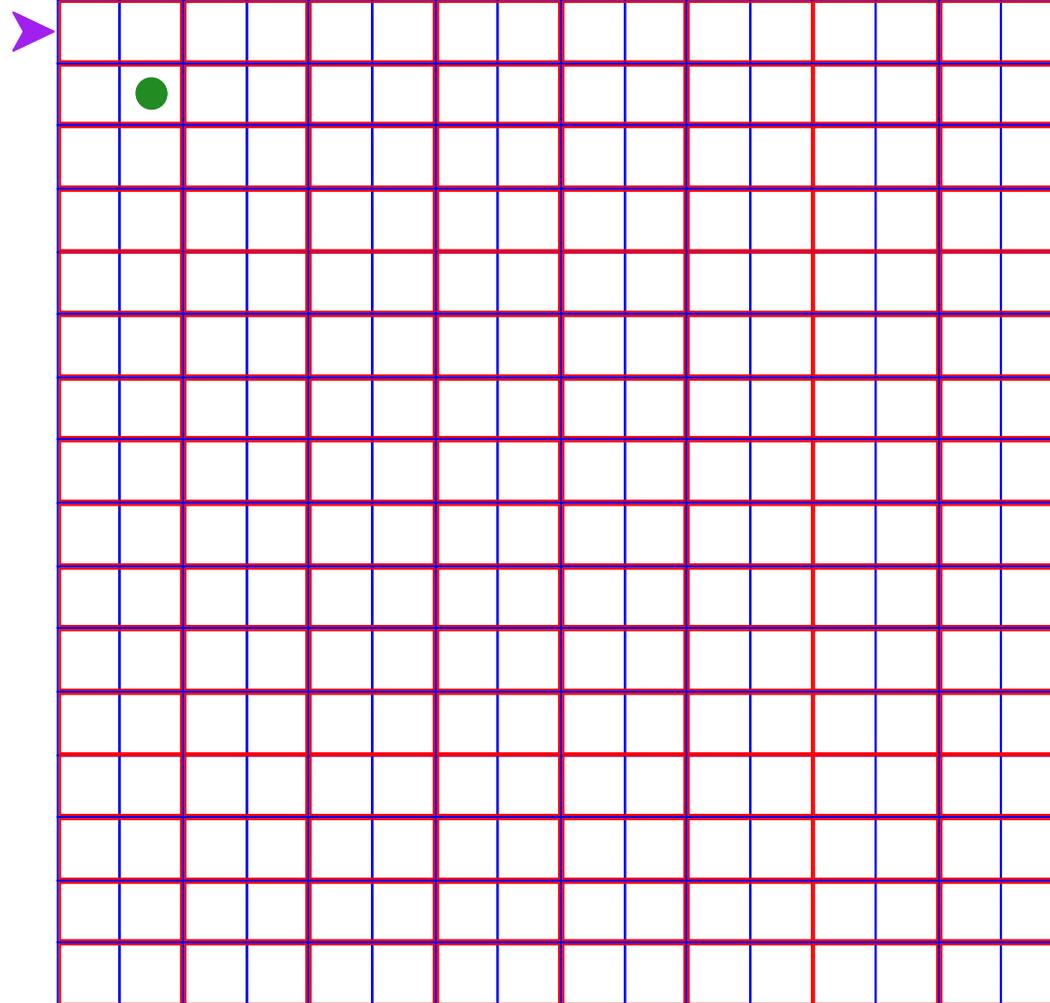
`grid[1][0]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

$B = 16$ $S = 128$

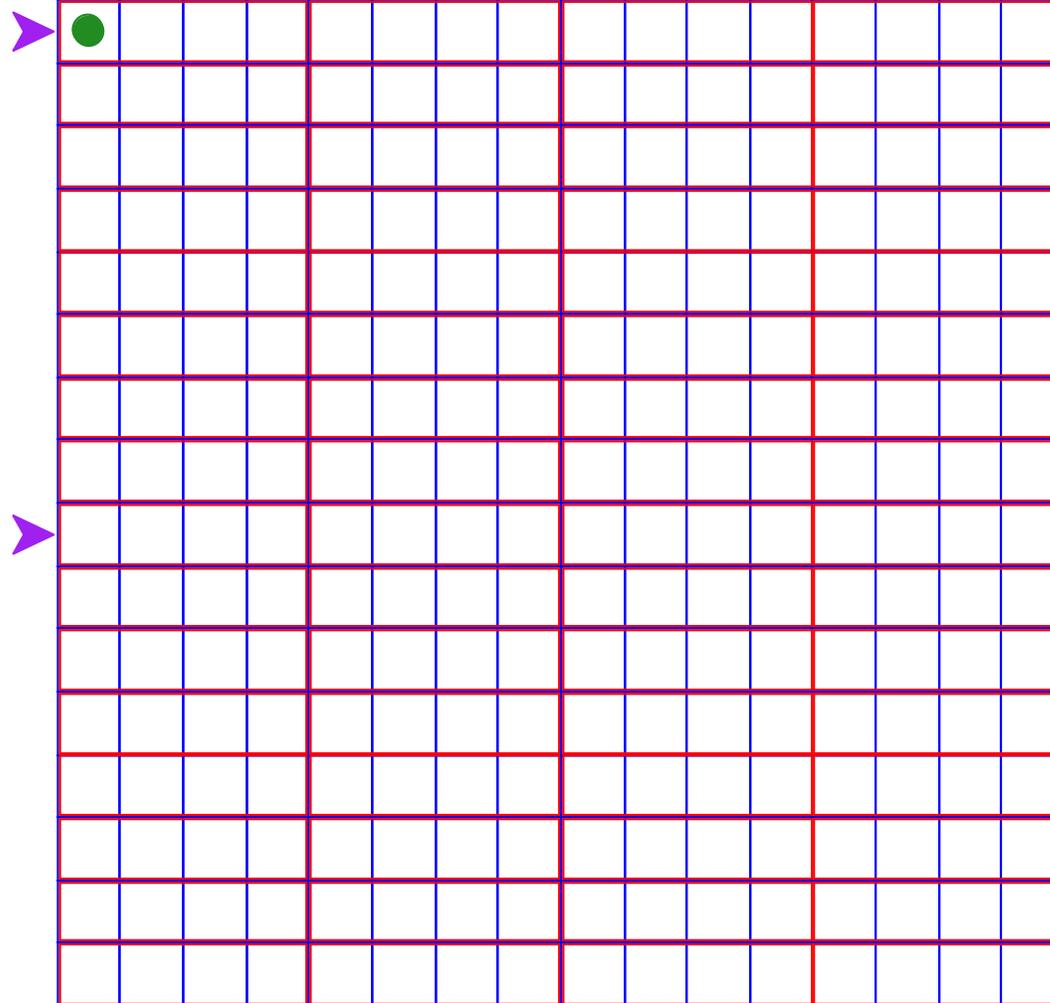
`grid[1][1]`



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

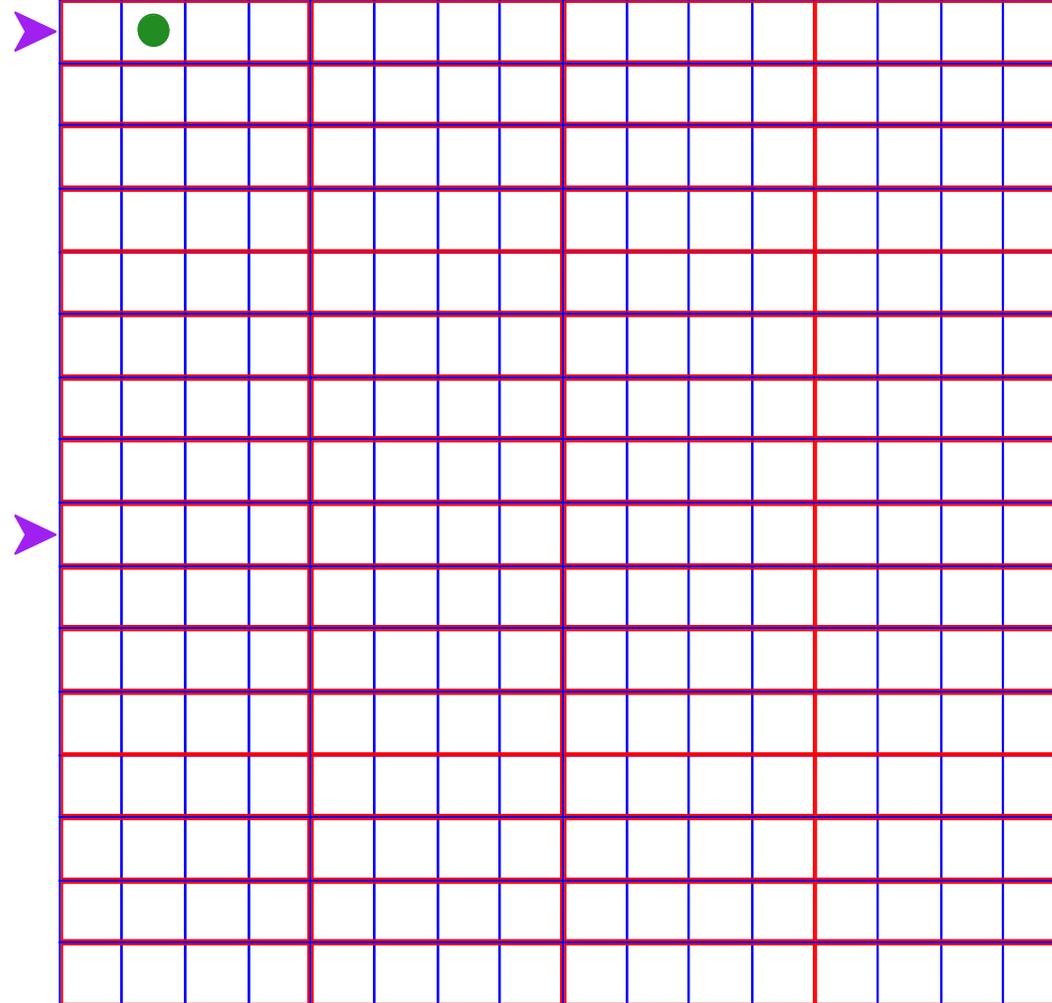
grid[0][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

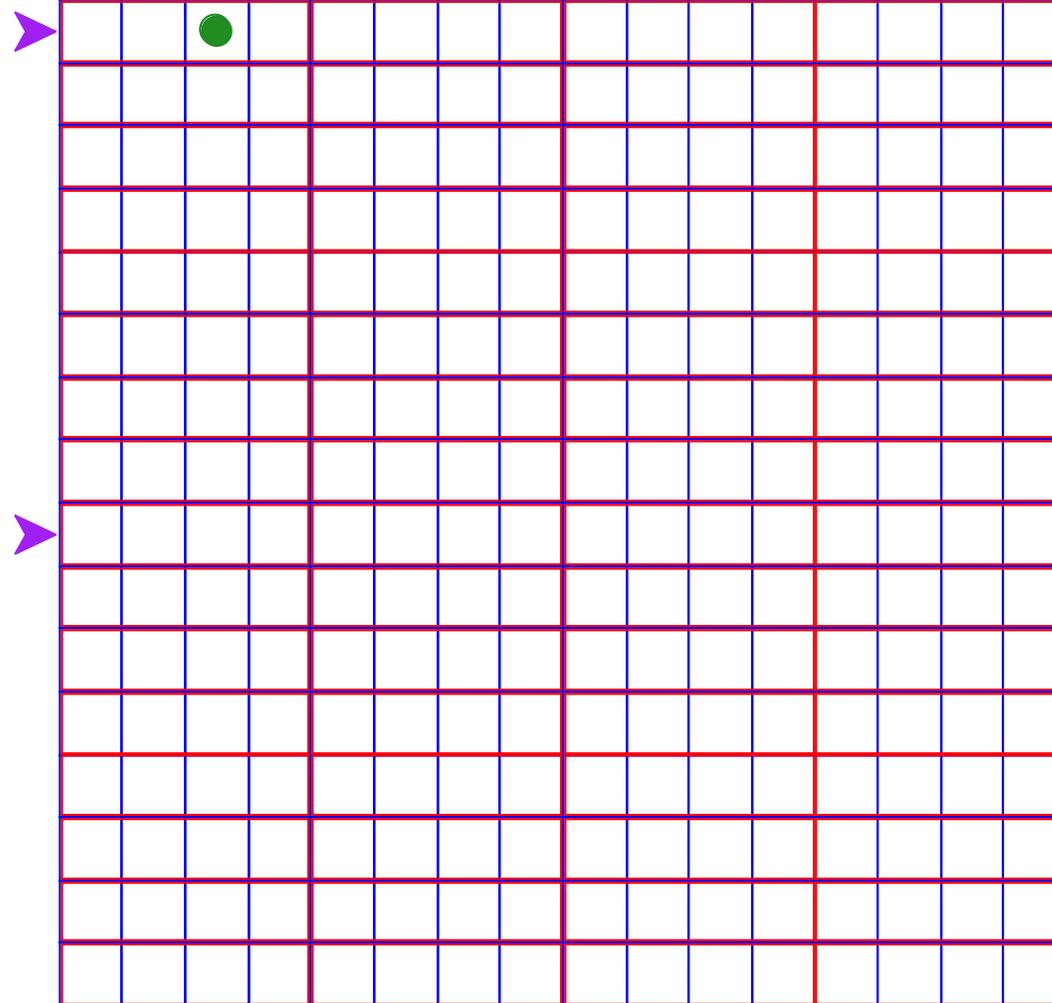
grid[0][1]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

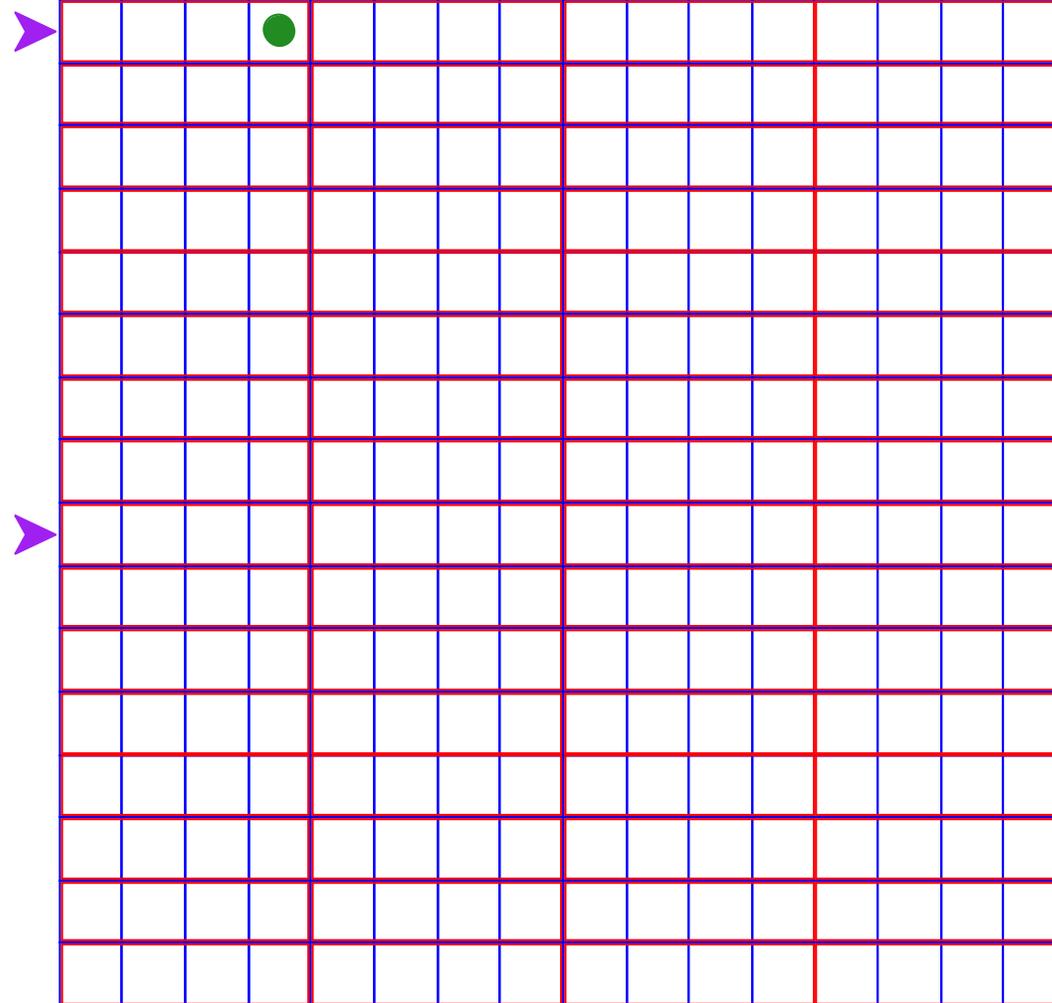
grid[0][2]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

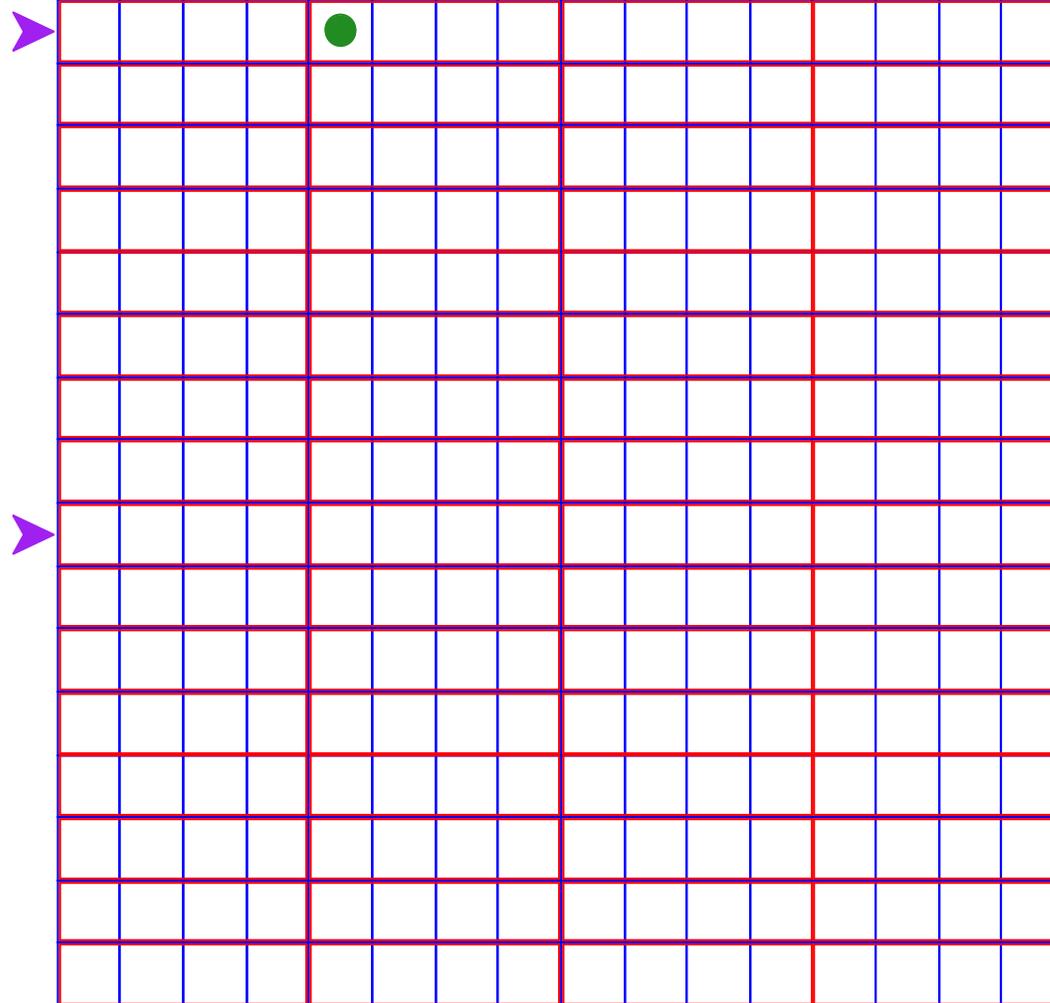
grid[0][3]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

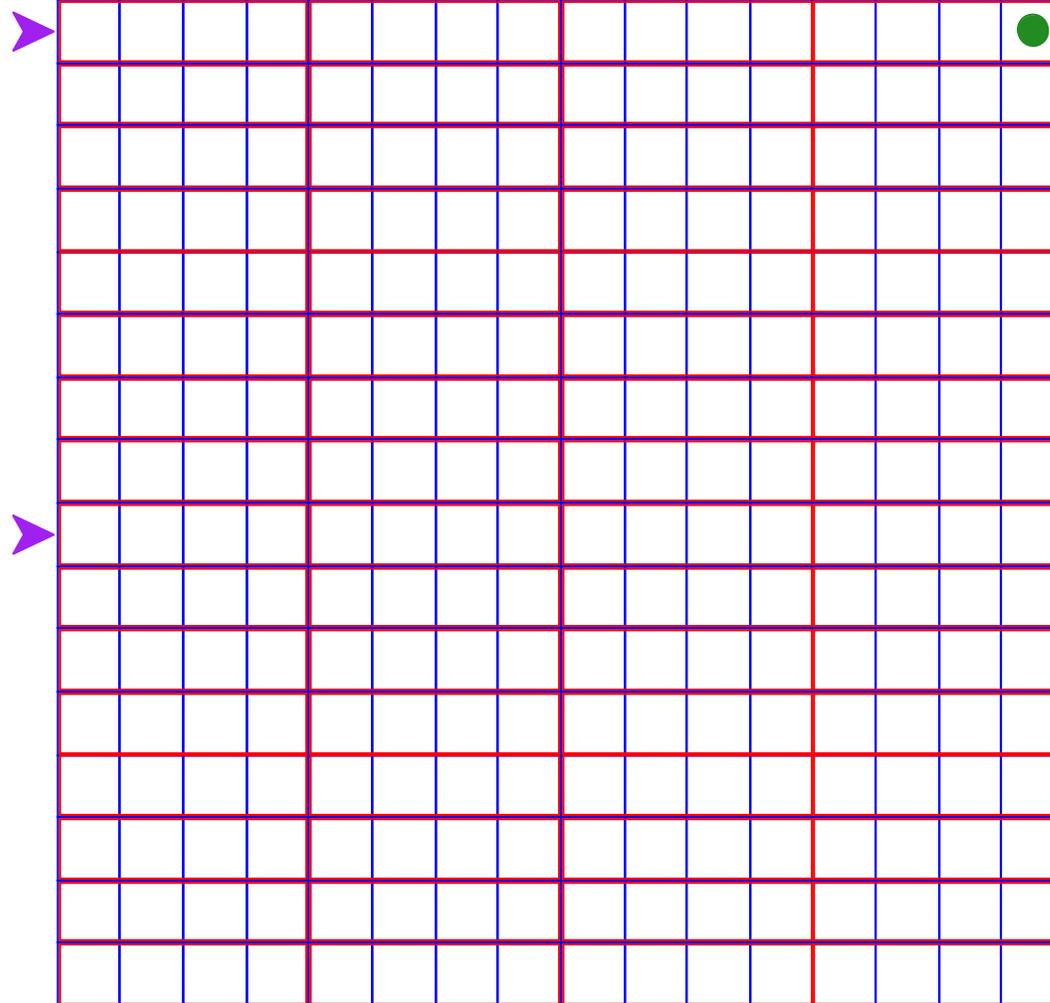
grid[0][4]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

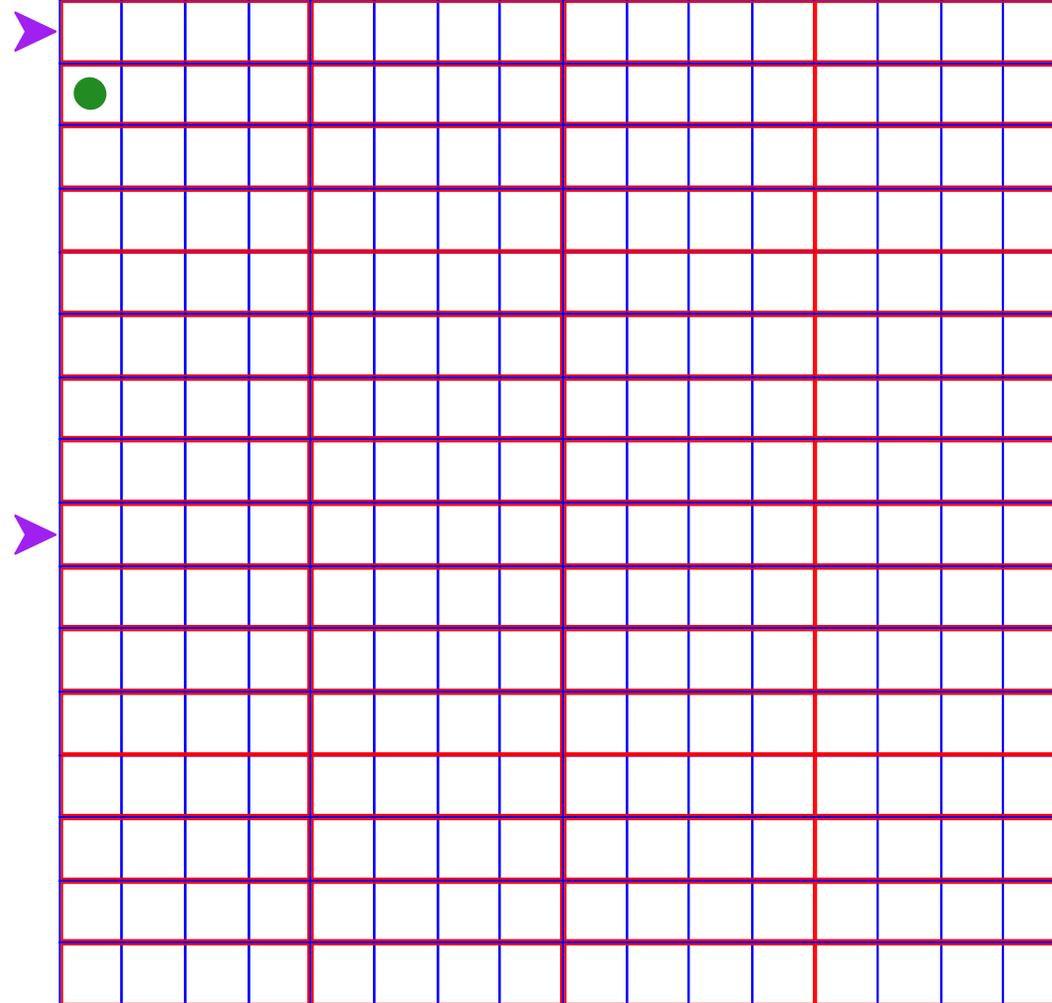
grid[0][15]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

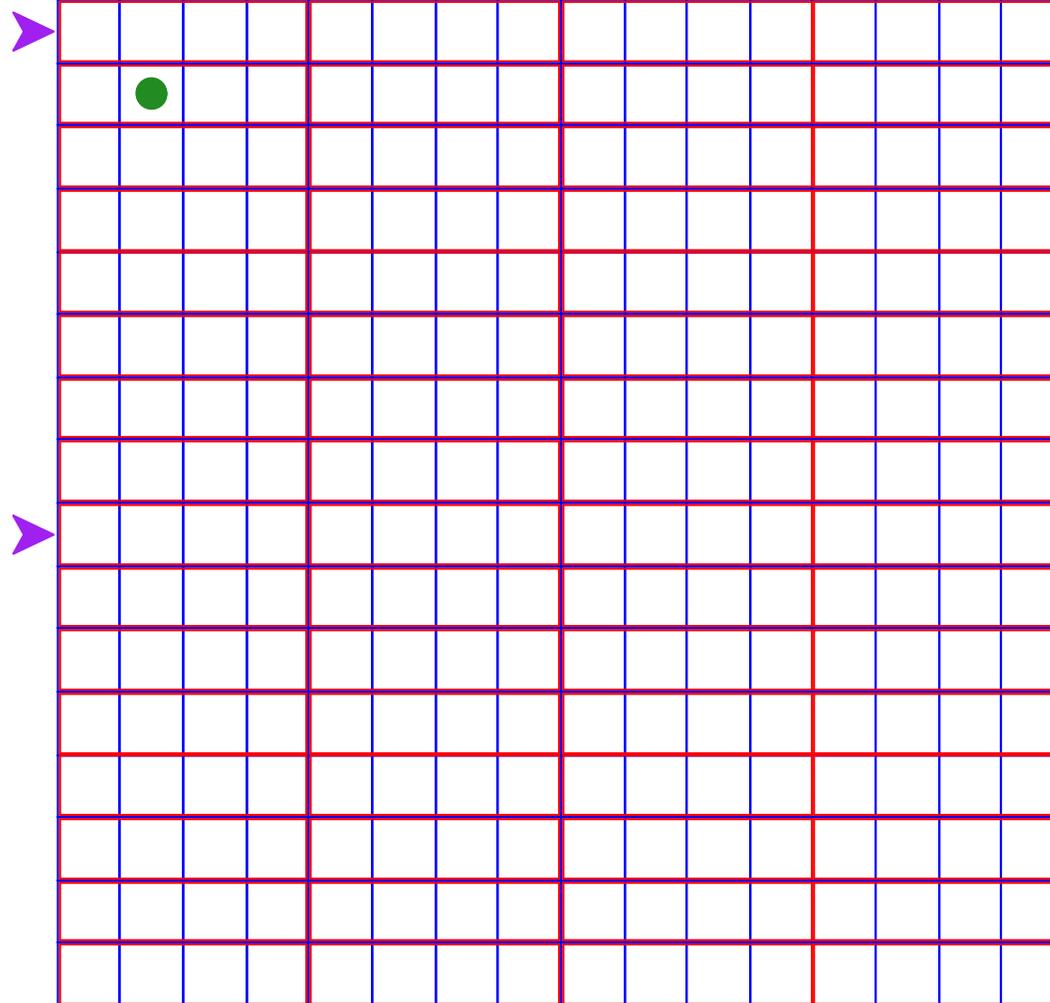
grid[1][0]



```
for (i = 0; i < 16; i++)  
    for (j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```

B = 32 S = 32

grid[1][1]



```
for(i = 0; i < 16; i++)  
    for(j = 0; j < 16; j++)  
        total_x += grid[i][j].x;
```