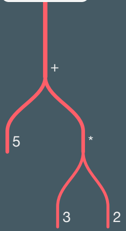
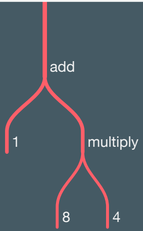
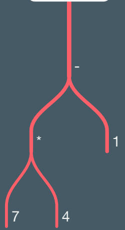
5+3*2



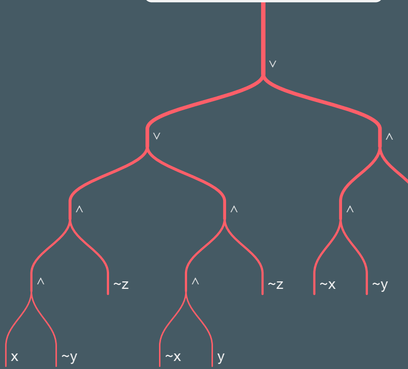
(add 1 (multiply 8 4))


add
1
multiply
8
4

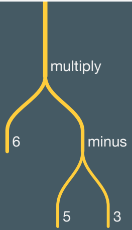
7*4-1



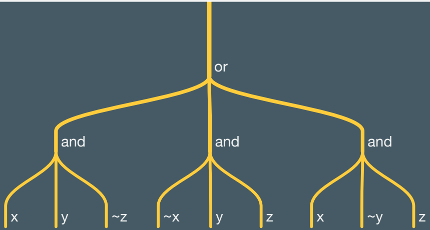
(x∧~y∧~z)∨(~x∧y∧~z)∨(~x∧~y∧z)



(multiply 6 (minus 5 3))


multiply
6
minus
5
3

or(and(x,y,~z), and(~x,y,z),and(x,~y,z)).


or
and
and
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x
y
~z
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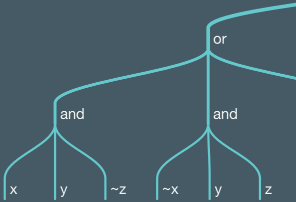
y
z
x
~y
z

or(or((and(x,y,~z), and(~x,y,z),


or
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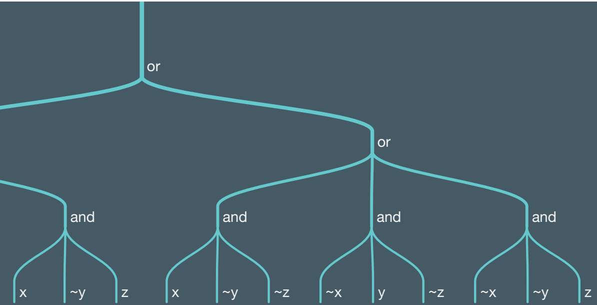
z

or(or(or(and(an

and(x,~y,z))), or((and(x,~y,~z), and(~x,y,~z), and (~x,~y,z)))


or
or
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x
~y
z
x
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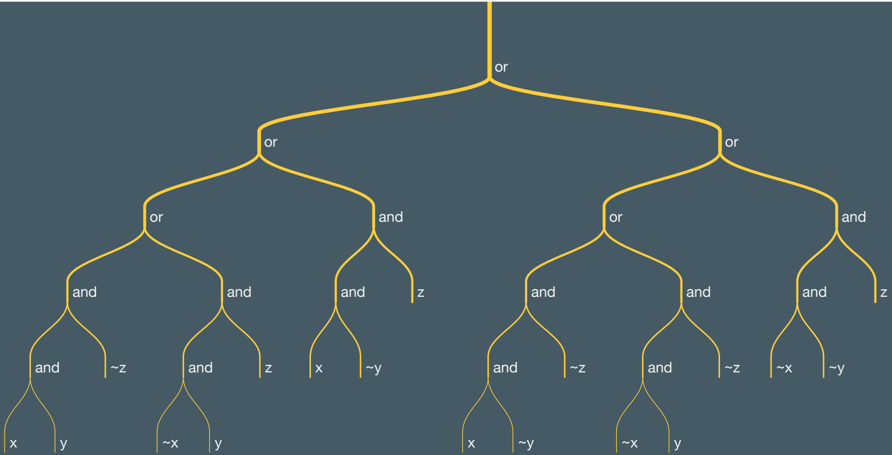
~z
~x
y
~z
~x
~y
z

d(x,y),~z), and(and (~x,y), z)),and(and(x,~y),z)), or(or(and(and(x,~y), ~z)),and(and (~x,y), ~z)),and(and (~x,~y), z))


or
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z
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and
~z
and
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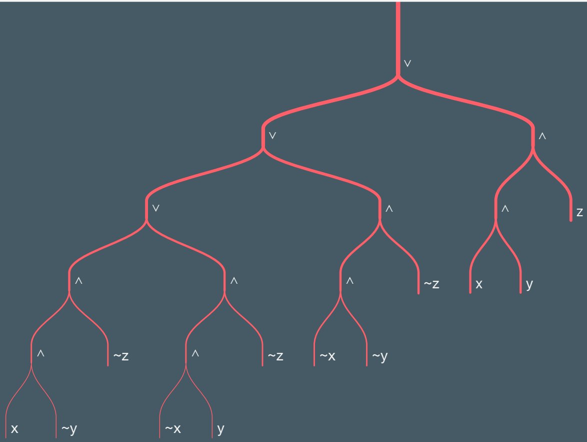
x
y
~x
y
x
~y
~x
y

((x∧~y∧~z)∨(~x∧y∧~z)∨(~x∧~y∧z))∨(x∧y∧z)


∨
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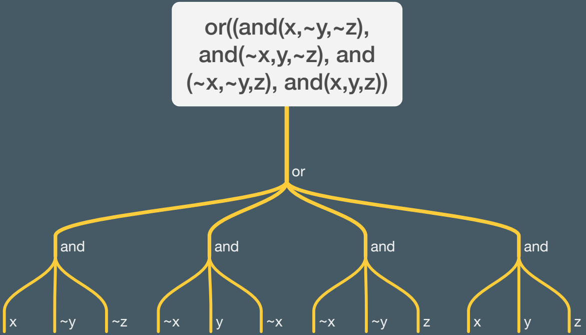
or((and(x,~y,~z), and(~x,y,~z), and (~x,~y,z), and(x,y,z))
or
and
and
and
and
x
~y
~z
~x
y
~x
~x
~y
z
x
y
z