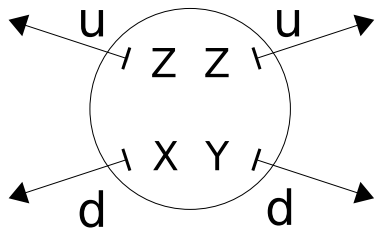


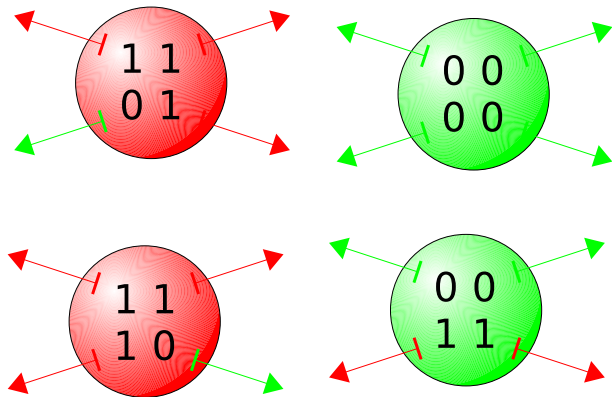
a) tile naming convention

$$X \text{ xor } Y = Z$$



'Z' tiles

b) '0' and '1' tiles



'1' tiles

'0' tiles

c) assembly reaction

