







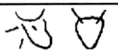
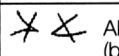
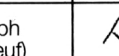
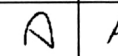
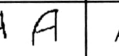
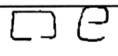
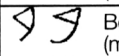
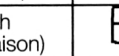
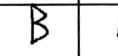
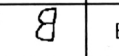
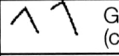
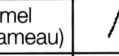
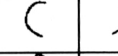
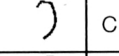
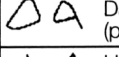
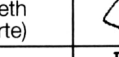
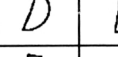
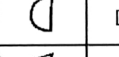
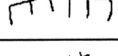
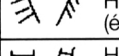
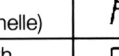
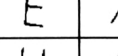
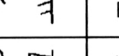
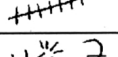
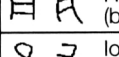
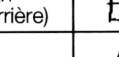
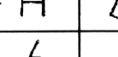
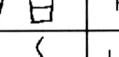
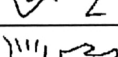
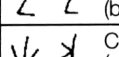
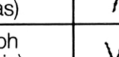
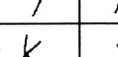
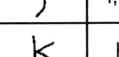
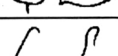
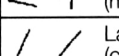
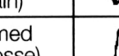
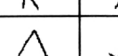
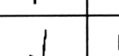
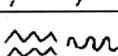
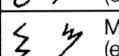
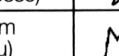
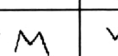
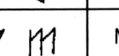
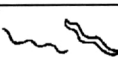
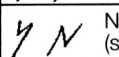
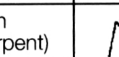
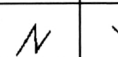
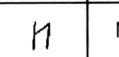
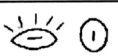
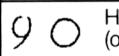
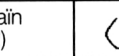
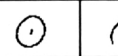
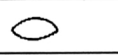
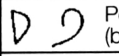
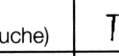
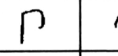
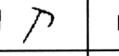
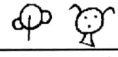
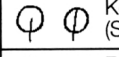
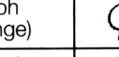
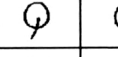
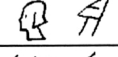
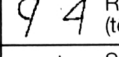
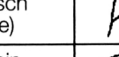
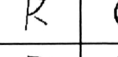
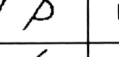
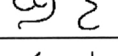
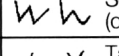
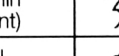
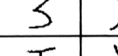
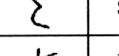
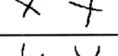
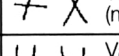
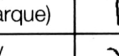
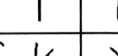
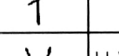
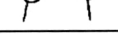
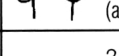
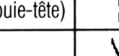
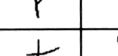
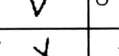
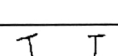
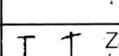
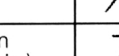
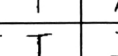
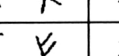
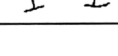
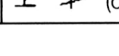
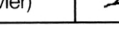
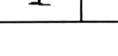
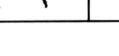
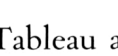
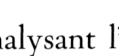
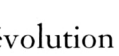
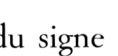
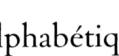
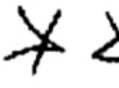
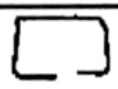
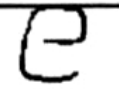
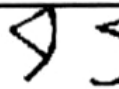
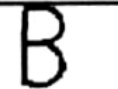
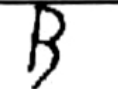
Égypte Chypre	Phénicien	Grec	Étrusque	Latin
 	 Aleph (boeuf)			A
 	 Beth (maison)			B
 	 Ghimel (chameau)			C G
 	 Daleth (porte)			D
 	 Hé (échelle)			E
 	 Heth (barrière)			H
 	 Iod (bras)			I, J
 	 Caph (main)			K
 	 Lamed (crosse)			L
 	 Mum (eau)			M
 	 Nun (serpent)			N
 	 Hgain (œil)			O
 	 Pé (bouche)			P
 	 Koph (Singe)			Q
 	 Resch (tête)			R
 	 Schin (dent)			S
 	 Tau (marque)			T
 	 Vav (appuie-tête)			U V Y
 				X
 	 Zain (olivier)			Z

Tableau analysant l'évolution du signe alphabétique, des graphies proto-sinaïtiques au latin classique. Il montre que nos lettres actuelles ont été baptisées grâce au système dit de l'acrophonie, qui consiste à ne retenir que le premier son d'un mot (du grec *akros*, extrémité).

Égypte Chypre	Phénicien	Grec	Étrusque	Latin
 	 Aleph (boeuf)			A
 	 Beth (maison)			B

Le Code Morse

Lettres

a	é	k	p	v
b	f	l	q	w
c	g	m	r	x
d	h	n	s	y
e	i	o	t	z
	j	u		

Chiffres

1	6
2	7
3	8
4	9
5	0

Chiffres abrégés

1	6
2	7
3	8
4	9
5	0

Dans les répétitions d'office, lorsqu'il ne peut y avoir de malentendu du fait de la coexistence de chiffres et de lettres ou de groupes de lettres, les chiffres doivent être transmis au moyen des signaux abrégés.

Signes de ponctuation et autres

Point	Double trait
Virgule	Compris
Deux points	Erreur
Point d'interrogation (1)	Croix (4)
Apostrophe	Invitation à transmettre
Trait d'union ou tiret	Attente
Barre de fraction	Fin de travail
Parenthèses (2)	Signal de commencement (5)
Souligné (3)	Signal séparatif (6)

(1) Point d'interrogation ou demande de répétition de transmission non comprise.

(2) Avant et après les mots.

(3) Avant et après les mots ou le membre de phrase.

(4) Croix ou signal de fin de télégramme ou de transmission.

(5) Commencement de toute transmission.

(6) A utiliser pour la transmission des nombres fractionnaires (entre la fraction ordinaire et le nombre entier à transmettre) et des groupes formés de chiffres et de lettres (entre les groupes de chiffres et de lettres).

Lettres et signaux facultatifs

ä	ch	ö
à ou â	ñ	ü

Ces lettres et signaux facultatifs peuvent être employés, exceptionnellement, dans les relations entre pays qui les acceptent.

ESPACEMENT ET LONGUEUR DES SIGNES

- Un trait est égal à trois points.
- L'espace entre les signaux d'une même lettre est égal à un point.
- L'espace entre deux lettres est égal à trois points.
- L'espace entre deux mots est égal à cinq points.

INTERNATIONAL ALPHABET FLAGS, PHONETIC ALPHABET, MORSE CODE AND SEMAPHORE ALPHABET

A ALFA (spoken) "ÄL FÄH" 	B BRAVO (spoken) "BRÄH VÖH" 	C CHARLIE (spoken) "CHÄH LEE" 	D DELTA (spoken) "DELL TÄH" 	E ECHO (spoken) "EKE ÖH" 	F FOXTROT (spoken) "FÖKS TRÖT" 	G GOLF (spoken) "GÖLF" 	H HOTEL (spoken) "HÖH TELL" 	I INDIA (spoken) "IN DEE ÄH" 	J JULIETT (spoken) "JEW LEE ETT" 					
K KILO (spoken) "KEE LÖH" 	L LIMA (spoken) "LEE MÄH" 	M MIKE (spoken) "MKE" 	N NOVEMBER (spoken) "NÖ XEM BEE" 	O OSCAR (spoken) "ÖSE CÄH" 	P PAPA (spoken) "PÄH PÄH" 	Q QUEBEC (spoken) "KEH BECK" 	R ROMEO (spoken) "RÖW ME ÖH" 	S SIERRA (spoken) "SEE AIRÄH" 	T TANGO (spoken) "TÄNG GÖ" 					
 Attention This sign is made by waving both flags from the "U" position to the overhead position. It is used as a preliminary call and to establish communications.		 Front This sign is used after you have finished a word. It is also used before and after each call sign, code group or procedure sign and between all letters and numerals of a call sign.		 Error This sign consists of the letter "E" made several times. After an error is made, the sender then repeats the last group correctly sent.		U UNIFORM (spoken) "TOY NEE FÖRM" 	V VICTOR (spoken) "VIK TÄH" 	W WHISKEY (spoken) "WISS KEY" 	X XRAY (spoken) "EKS RÄY" 	Y YANKEE (spoken) "YÄNG KEY" 	Z ZULU (spoken) "ZÖÖ LÖÖ" 	 Numerals This sign is given before you start to send a group of numbers and when the group of numbers is completed. Numerals are always spelled out in semaphore.	 Answer This sign is made the same as the letter "C". It is used to indicate an acknowledgment, a fraction or decimal in the signal, and to indicate signal taken from International Code of Signals.	 Direction Sign This sign is the same as the letter "J." It is used to show receiver which direction the sender is facing.

NAVAL NUMERAL FLAGS, PHONETIC NUMERALS AND MORSE CODE

NAVAL NUMERAL FLAGS, PHONETIC NUMERALS AND MORSE CODE

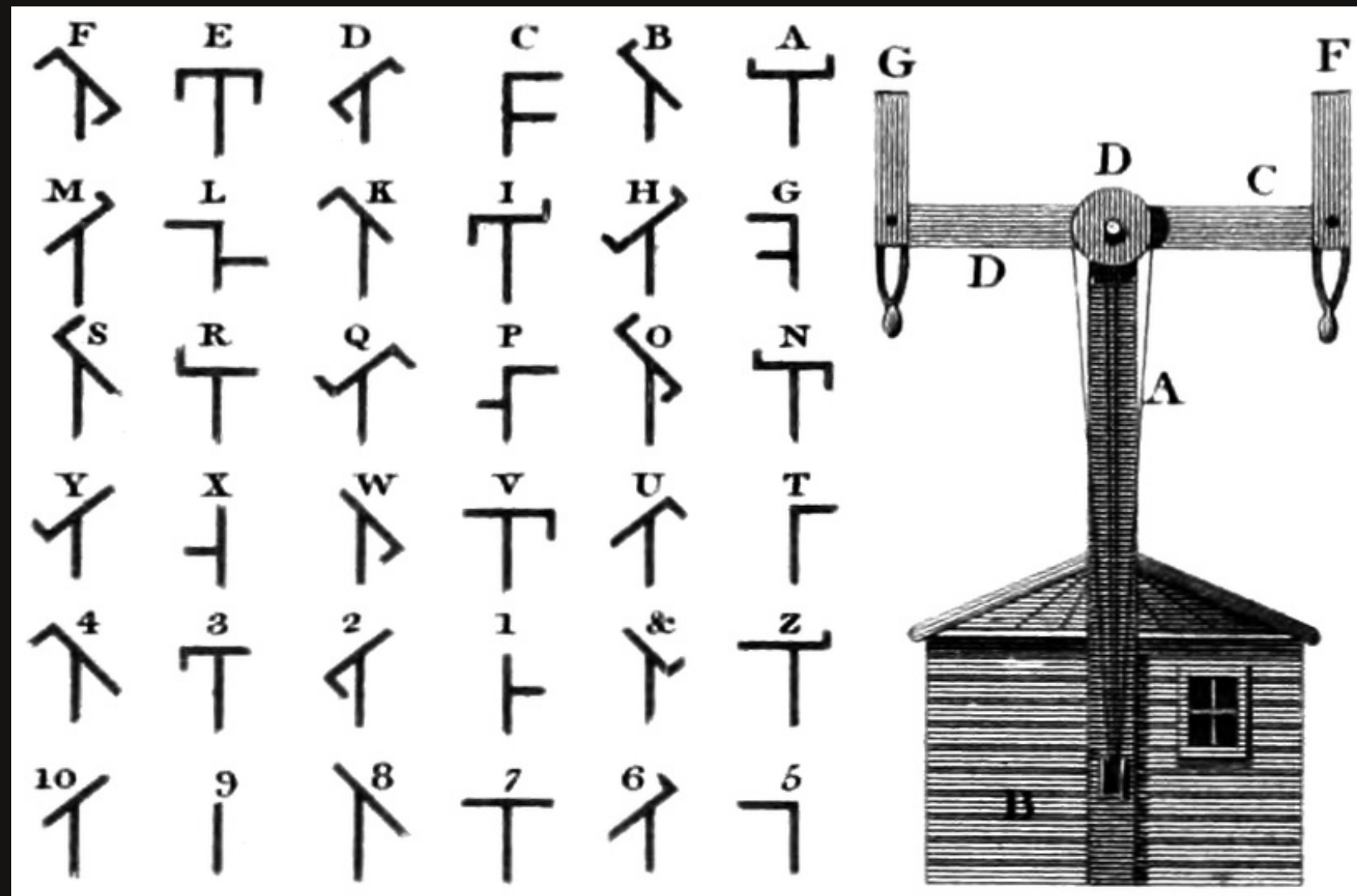
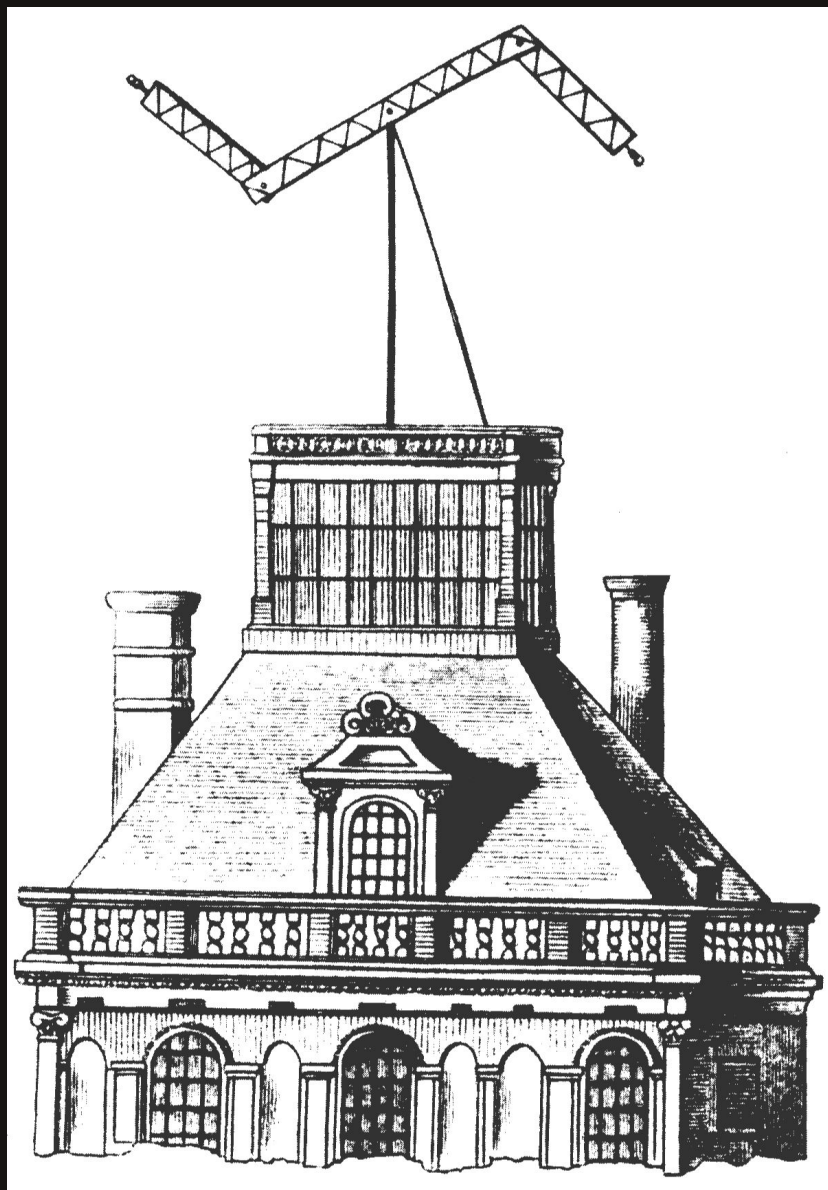
1 ONE "WUN" (spoken) 	2 TWO "TOO" (spoken) 	3 THREE "THUH-REE" (spoken) 	4 FOUR "FO-WER" (spoken) 	5 FIVE "FI-YIV" (spoken) 	6 SIX "SIX" (spoken) 	7 SEVEN "SEVEN" (spoken) 	8 EIGHT "ATE" (spoken) 	9 NINE "NINER" (spoken) 	0 ZERO "ZERO" (spoken) 
---	---	--	--	---	---	---	---	--	---

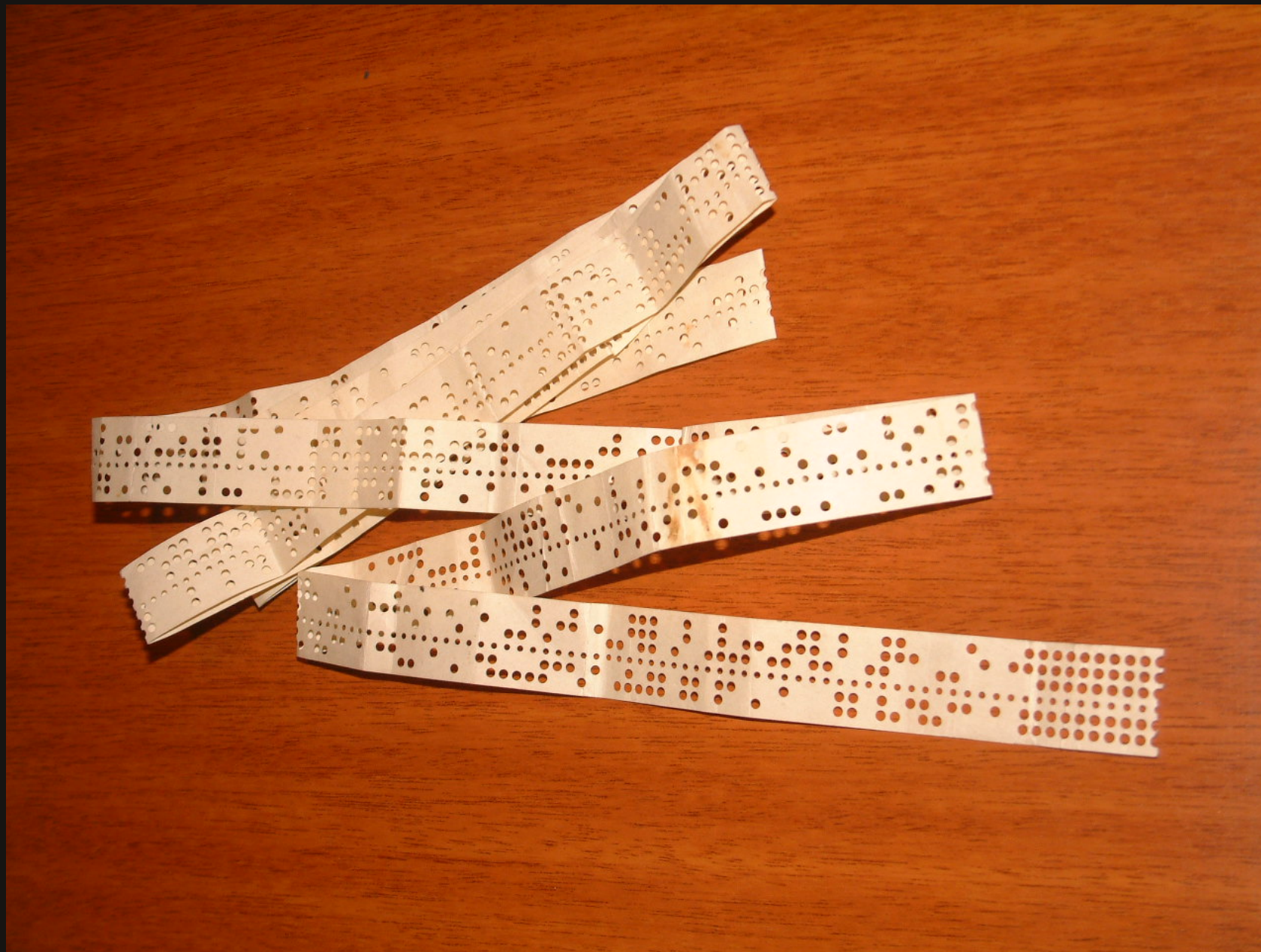
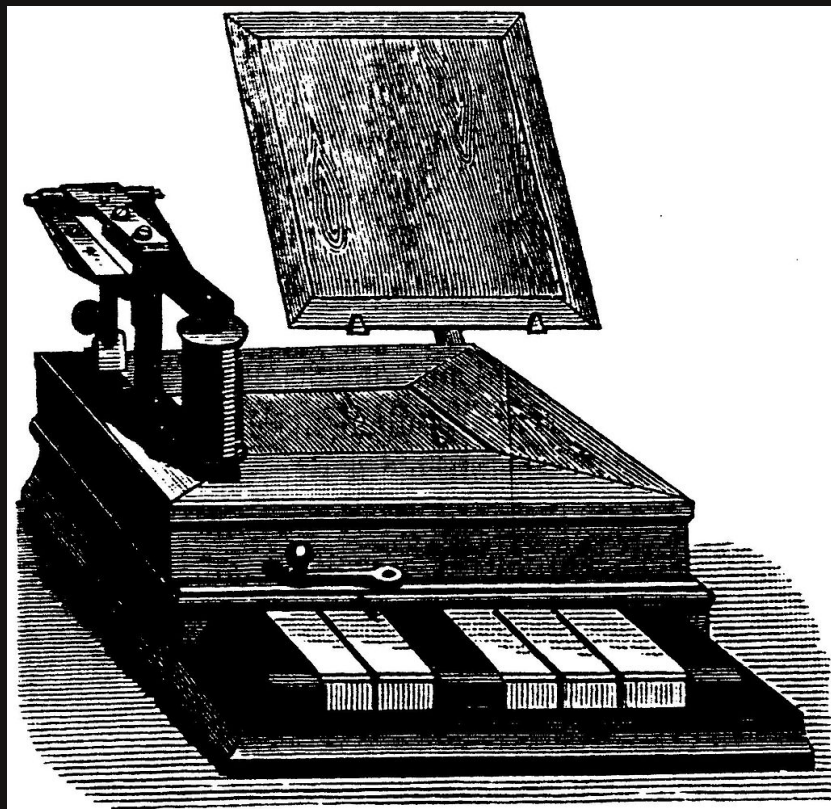
INTERNATIONAL NUMERAL PENNANTS

1 "Pennant One" p1 (spoken) (written) 	2 "Pennant Two" p2 (spoken) (written) 	3 "Pennant Three" p3 (spoken) (written) 	4 "Pennant Four" p4 (spoken) (written) 	5 "Pennant Five" p5 (spoken) (written) 	6 "Pennant Six" p6 (spoken) (written) 	7 "Pennant Seven" p7 (spoken) (written) 	8 "Pennant Eight" p8 (spoken) (written) 	9 "Pennant Nine" p9 (spoken) (written) 	0 "Pennant Zero" p0 (spoken) (written) 
---	---	---	---	--	---	---	---	--	--

NAVAL SPECIAL FLAGS AND PENNANTS

International Answer (written) ANS (spoken) "Answer" 	Code (written) CODE (spoken) "Code" 	Black Pennant (written) BLACK (spoken) "Black pennant" 	Corpen (written) CORPEN (spoken) "Corpen" 	Designation (written) DESIG (spoken) "Desig" 	Division (written) DIV (spoken) "Div" 	Emergency (written) EMERG (spoken) "Emergency" 	Flotilla (written) FLOT (spoken) "Flot" 	Formation (written) FORM (spoken) "Formation" 	
Interrogative (written) INT (spoken) "Interrogative" 	Negative (written) NEGAT (spoken) "Negat" 	Preparative (written) PREP (spoken) "Prep" 	Port (written) PORT (spoken) "Port" 	Speed (written) SPEED (spoken) "Speed" 	Squadron (written) SQUAD (spoken) "Squad" 	Starboard (written) STBD (spoken) "Starboard" 	Station (written) STATION (spoken) "Station" 	Subdivision (written) SUBDIV (spoken) "Subdiv" 	Turn (written) TURN (spoken) "Turn" 
First Substitute (written) 1st (spoken) "First Sub" 		Second Substitute (written) 2nd (spoken) "Second Sub" 		Third Substitute (written) 3rd (spoken) "Third Sub" 		Fourth Substitute (written) 4th (spoken) "Fourth Sub" 			





11 11 11 11 11

[illegible]

SIACO N-10



HELLO FOLKS:
WELCOME TO THE WORLD'S FAIR
OF 1940 IN NEW YORK

HARVEY D. GIBSO

0123458

Underwood Master





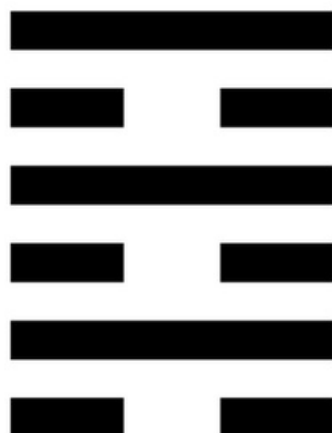


Soon we will update to Unicode 6.0 with 109,242 characters.

*** The poster on a folding map. ***

*** Out now: [the book](#). ***

4DFF HEXAGRAM FOR BEFORE COMPLETION



BEFORE COMPLETION - WE HOPE

This website is currently being reworked here and there. The "Sign of the Month" on the left works as a symbol for us trying to finish the new parts as soon as possible. Please bear with us, if not everything works perfectly yet again!

MOST RECENT CHANGES

ϑ	U+03D1 GREEK THETA SYMBOL 29.06.2014 17:02:23
,	U+02BC MODIFIER LETTER APOSTROPHE 17.10.2012 06:30:13
𐄂	U+9048 03.07.2012 08:41:58
✓	U+221A SQUARE ROOT 25.06.2012 19:15:41
&	U+0026 AMPERSAND 07.05.2012 11:34:32
✓	U+2713 CHECK MARK 17.03.2012 22:18:09
₪	U+00A4 CURRENCY SIGN 14.03.2012 08:04:29
	U+0519 08.03.2012 17:55:07
Ω	U+047C CYRILLIC CAPITAL LETTER OMEGA ... 05.03.2012 17:09:58
Ω	U+047C CYRILLIC CAPITAL LETTER OMEGA ... 05.03.2012 17:06:17
//	U+3003 DITTO MARK

The Unicode Consortium Members

Full Members



Institutional Members



Supporting Members



Associate Members





USASCII code chart

b₇ b₆ b₅ b₄ b₃ b₂ b₁ Column Row					0 0 0	0 0 1	0 1 0	0 1 1	1 0 0	1 0 1	1 1 0	1 1 1
					0	1	2	3	4	5	6	7
0	0	0	0	0	NUL	DLE	SP	0	@	P	`	p
0	0	0	1	1	SOH	DC1	!	1	A	Q	a	q
0	0	1	0	2	STX	DC2	"	2	B	R	b	r
0	0	1	1	3	ETX	DC3	#	3	C	S	c	s
0	1	0	0	4	EOT	DC4	\$	4	D	T	d	t
0	1	0	1	5	ENQ	NAK	%	5	E	U	e	u
0	1	1	0	6	ACK	SYN	&	6	F	V	f	v
0	1	1	1	7	BEL	ETB	'	7	G	W	g	w
1	0	0	0	8	BS	CAN	(	8	H	X	h	x
1	0	0	1	9	HT	EM	)	9	I	Y	i	y
1	0	1	0	10	LF	SUB	*	:	J	Z	j	z
1	0	1	1	11	VT	ESC	+	;	K	[	k	{
1	1	0	0	12	FF	FS	,	<	L	\	l	
1	1	0	1	13	CR	GS	-	=	M	]	m	}
1	1	1	0	14	SO	RS	.	>	N	^	n	~
1	1	1	1	15	SI	US	/	?	O	_	o	DEL

ASCII TABLE

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	`
1	1	[START OF HEADING]	33	21	!	65	41	A	97	61	a
2	2	[START OF TEXT]	34	22	"	66	42	B	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	'	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	I	105	69	i
10	A	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	B	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	l
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E	.	78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	O	111	6F	o
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	p
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	s
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Y	121	79	y
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	]	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]

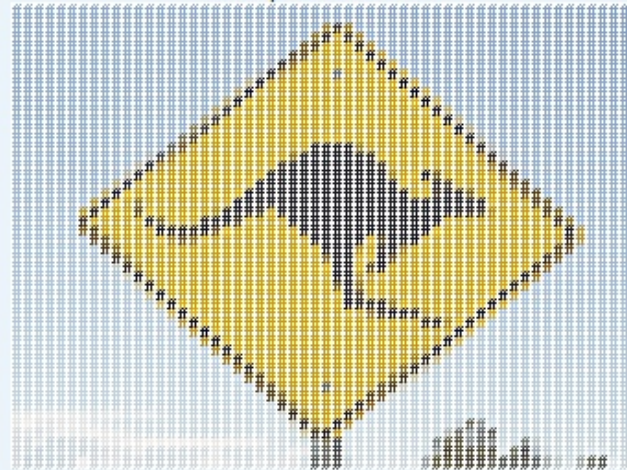
picascii

Convert a picture into ASCII TEXT,HTML (New version) Easy way to make cool ascii art...

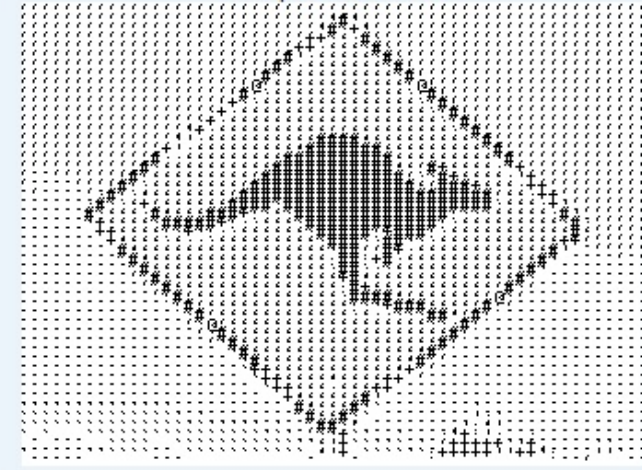
In order to convert a picture, you just need to enter an url OR select a picture from your computer (gif,jpeg,png) (Max 1 Mb = 1000 Kb)
To get **better picture quality** change into the form the Size to a number like 4 , 3 , 2 or 1. (Color **on**=checked, **off**=unchecked)

Computer tumblr_m7b...o1_500.jpg Or Url Size Color ☐

Example #1 : Color:On



Example #2 : Color:Off



What's the interest to convert a picture to text or html version ?

It's firstly fun :) the picture will look different when you will change size... It's simple to copy and paste the code of a "virtual picture", into your blog. Remember it's ALWAYS TEXT, HTML :) that represents a picture.

Exactly, the picture sequence will be converted into ASCII codes. This code was created to represent text in computer with 128 characters.

Picture after been generated, will be represented as plain Text or as Html Code. Html is like plain Text but could contain color or not and have tags. All kind of picture will be converted into ASCII, but we recommend to use picture not too large (ex < 500 pixels), to focus more on this ASCII effect :) Avatar will be such a good example to get good result. And picture should have some dark colors level to see more specifically the colors.

TEXT-IMAGE.com

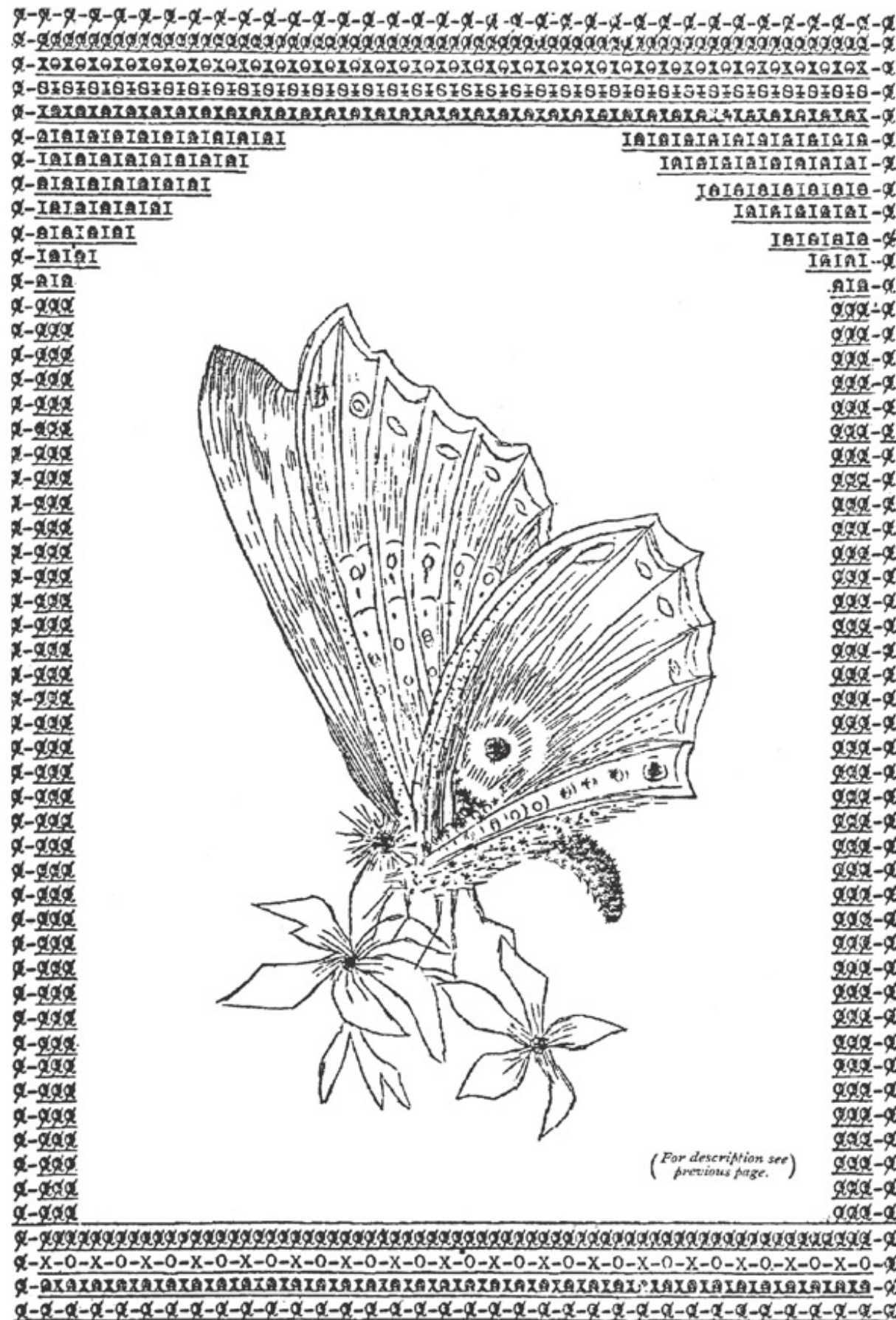
[main](#) | [convert](#) | [samples](#) | [help](#) | [about](#) | [mobile](#)



Convert into ASCII

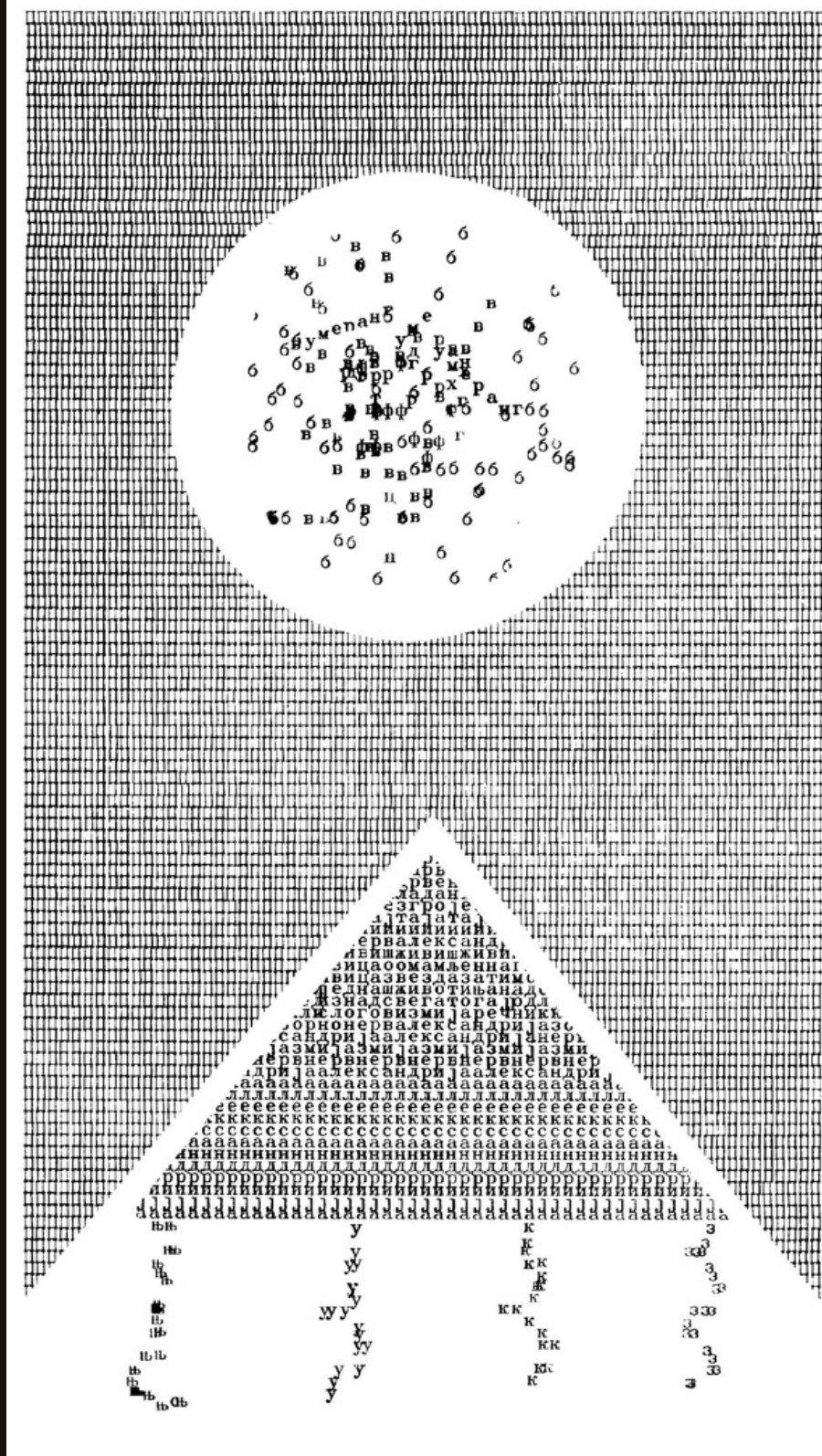
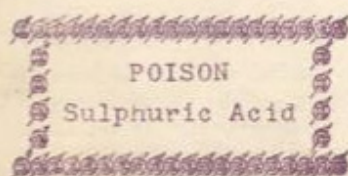
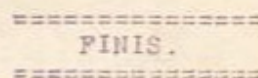
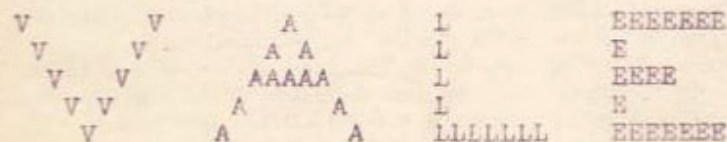
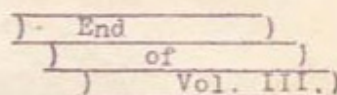
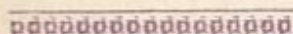
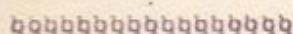
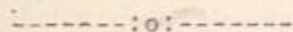
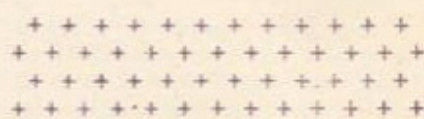
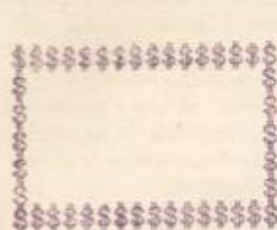
Image file: No file chosen
Image width: (1-500) characters
Text color:
Background:
Invert image: ▼
Extra contrast: ▼

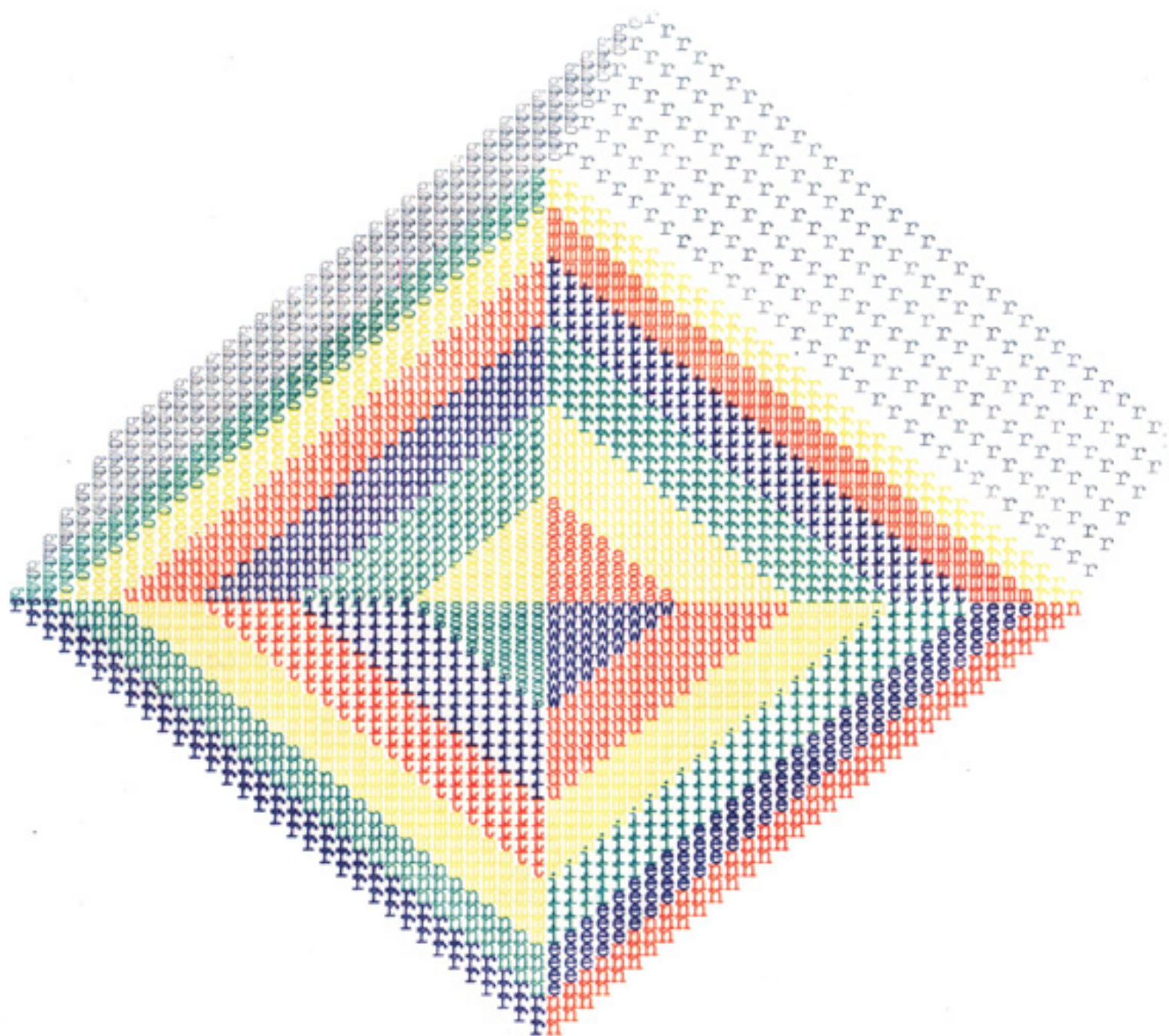
For help on using the converter, see the [help page](#).
For the HTML converter, click [here](#).



(For description see
previous page.)

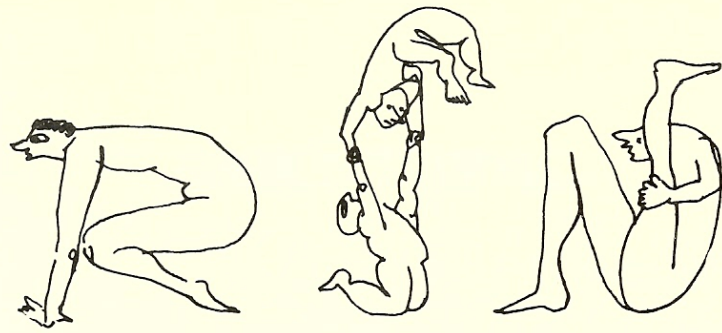
PLATE VIII.



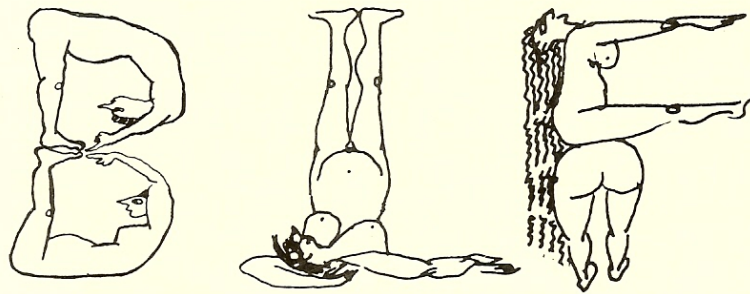


NISTRE ANTILE SAUOF TACIFF
 FOLAU
 FON TAP AU LOF
 LEUS FORTE UNSOIR LE FAT
 SAINUL AL ~~ESRINULOF~~ FUSTOLAIRE
 LA FOUN SIP ~~ESRINULOF~~ FRONT MARSE
 FALINEFA ~~ESRINULOF~~ NUSTALOT REI
 FALOTE LA ANTRIS TONB
 SRIN ~~ESRINULOF~~ PRISON CUT FARE
 RING SONA NOST FRIS STIMULO
 LUNGA ANN ~~ESRINULOF~~ DOUTICH N
 SRTIONA oim AL TOURNIS TISON L
 LENT ~~ESRINULOF~~ SAROF EF LU
 LESOIANU FAT ~~ESRINULOF~~ RINT LORUTIS
 FALOT ~~ESRINULOF~~ SOVANT LINSOT
 FRILEUS ~~ESRINULOF~~ TRINUS AUFILE
 ATNO FOUNBAIL ~~ESRINULOF~~ SRTNO
 FLE SARTINO STO ALNUS FETRE TRONS
 FLANT ~~ESRINULOF~~ FLET OI SIP AU SARTINO
 LA FORTUNE ~~ESRINULOF~~ SARINO LINSTOU
 FLEURA ~~ESRINULOF~~ ONAING FETEE INFER
 NUS ~~ESRINULOF~~ EARTILOF SANVO SATU
 STING UN FETRE A SO TUSAP LINSOTO
 FOUNBAIL FLETRI, NU A SI LINTUSO
 SI STRE ANULOF FRATILEO N ~~ESRINULOF~~ REI
 (FRATELO)

THARIN ~~ESRINULOF~~ ULE
 FOS FOURMTT
 1 UNSOIR LE FAT
 2 AL TOURNIS EF
 3 FLEURATON SI
 4 NUS FOLM REI
 5 ~~ESRINULOF~~ L TROU A ENSI
 6 ELANT, RUSE, OI
 7 SIPLOUTRENA
 8 SALE TOURNIT
 9 EVENT SOIFRA
 10 LETARIN SOUF
 11 FLE SORTIANU
 Un son, le fatal loutin
 effleure les sinus plate : le
 trou sillant, rose, oisif, l'orte
 ou fist nasale : ton infundit : le
 ULE, THARIN SOF son, fol, le
 PRELOSONVIT tringoulli
 ELOUI son, a nu
 SALE RTINUOF 1.9.7T
 ERNAL STINGOT
 N ~~ESRINULOF~~
 N LIEU FOTRAS
 FORFAT LIOTRAS
 TOLEU
 FOS FOURMTT
 2
 ERNAL STINGOT
 OUITSE
 ATUE SRINLOF
 (ESRINULOF)
 ORNEL SATIUT
 AL ~~ESRINULOF~~ FO
 FOUN AUSTE
 FOS TO
 RATISE FOUL
 SATIUT
 SEAIT
 ERNULE
 LE NOUR
 LOGARE

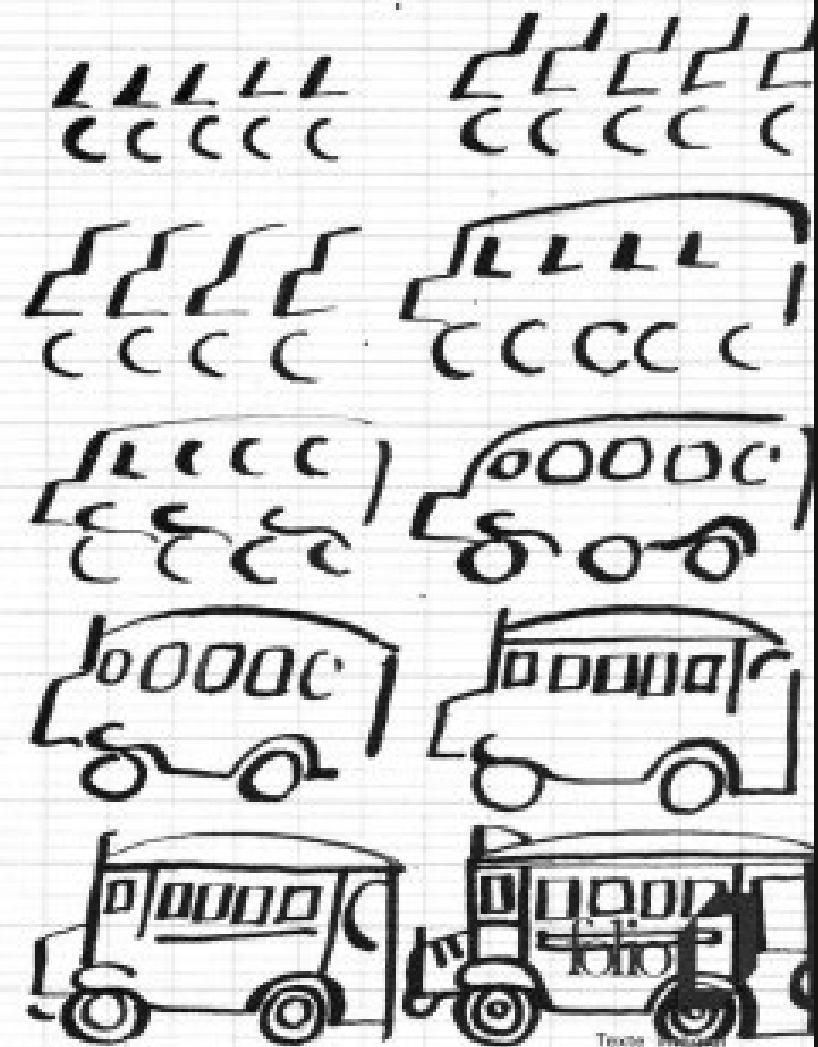


EXERCISES IN STYLE



RAYMOND QUENEAU

Raymond Queneau Exercices de style



Texte: Raymond Queneau
Illustrations: Raymond Queneau

Contraintes

9

99 notes préparatoires

À

À supposer...

A

- Abécédaire
- Acronyme
- Acrostiche brivadois
- Acrostiche syllabique caché
- Acrostiche universel
- Alexandrin greffé
- Alexandrin jouetien
- Alexandrin oral
- Algorithme de Mathews
- Alva

C

co-rime

D

Désarguesienne

Deunglitsch

E

- Echelle
- Eclipse
- Emir
- Eodermdrome
- Epithalame oulipien
- Erim
- Etreinte
- Exercice de style
- Explorations à la limite

L

- La rien que la toute la
- Leiris
- Lipogramme
- Liponymie
- Lipossible
- Littérature définitionnelle
- Locurime
- Locutions introuvables
- Logo-rallye
- LSD
- L'égal franglais

M

- Minisextine (minisestina)
- Mongine
- Mongine
- Monking

Q

- QSSD
- Quenine
- Quenine à démarreur
- Queninisation
- Quenoum

R

- Récapitul
- Redonde
- Rime berrychonne
- Rime bisexuelle
- Rime de début
- Rimes voilées
- Rondel

S



Abécédaire

Texte où les initiales des mots successifs suivent l'ordre alphabétique.

Exemple :

Inventaire : **A** brader : cinq **d**anseuses **e**n **f**roufrou (**g**rossouillettes), **h**uit ingénues (**j**oueuses) **k**leptomanes **l**e **m**atin, **n**euf (**o**nze **p**eut-être) **q**uadragnaires **r**abougries, **s**ix travailleuses, **u**ne **v**aleureuse **w**alkyrie, **x** yuppies (**z**élées).



Acronyme

Groupe d'initiales abrégatives (HLM est l'acronyme de « Habitation à Loyer Modéré »).

Exercice :

Choisir un mot, et le traiter comme s'il était un acronyme, en prenant soin de multiplier et de varier les propositions, par exemple en explorant successivement des champs sémantiques différents.



Palindrome

Le palindrome de lettres est un texte qui peut être lu de gauche à droite comme de droite à gauche, (sans avoir nécessairement le même sens, comme Roma et amor). Kayak, ressasser, Noyon ou Laval sont des palindromes. L'année 2002 était palindromique.

Exemple publicitaire : Tu l'as trop écrasé, César, ce Port-Salut.

Le palindrome est un art fort ancien, présent dans toutes les langues.

Un exemple anglais, le célèbre monovocalisme du président Theodore Roosevelt : A man, a plan, a canal : Panama.

Il existe des palindromes de syllabes, des palindromes de mots, de phrases.

Exemple de **palindrome phonique** : Jeanne en luge / Jules en nage

99 notes préparatoires au palindrome

Frédéric Forte

01. Un homme, un plan, un canal : Panama. [...]



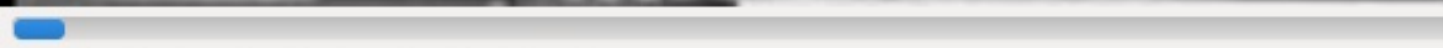
Brion_Gysin_-_I_Am_1960.flv - VLC media player



Media Playback Audio Video Tools View Help



00:06



03:03



NO POET'S OWN WORDS DON'T
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NO OWN POET'S WORDS DON'T
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0:23 / 4:32



josephmoore / Permutations

★ Star 3

🍴 Fork 0

Software for permuting texts <http://joseph-moore.com>

📄 3 commits

🌿 1 branch

🔑 0 releases

👤 0 contributors



branch: master

Permutations / +



Just some wording changes in the about.



Joseph Moore authored on Jul 20, 2010

latest commit 210f46f579



app

Initial commit of Permutations application.

4 years ago



ABOUT.txt

Just some wording changes in the about.

4 years ago



README.txt

Initial commit of Permutations application.

4 years ago



gpl.txt

Initial commit of Permutations application.

4 years ago

📖 README.txt

Requirements & Recommendations:

- * Python 2.6 or greater
- * ncurses
- * iTerm <http://iterm.sourceforge.net/> (recommendation for OSX)

Recommended Terminal Settings:

Font: Monaco
Text color: white
Background color: black
Cursor: white

To run on OSX

#####

If you are running OSX 10.6 Snow Leopard or later, the only thing you will need to run the software in the recommended environment is iTerm. Snow Leopard comes

<> Code

🔔 Issues 0

🔗 Pull Requests 0

📶 Pulse

📊 Graphs

HTTPS clone URL

<https://github.cc>



You can clone with [HTTPS](#) or [Subversion](#).

📄 Download ZIP

```
1 def anagrams(word):
2     if len(word) < 2:
3         return word
4     else:
5         tmp = []
6         for i, letter in enumerate(word):
7             for j in anagrams(word[:i]+word[i+1:]):
8                 tmp.append(j+letter)
9         return list(set(tmp))
10
11 if __name__ == "__main__":
12     print anagrams("yellow")
13
```

Line: 1 Col: 1

LINE INS

anagram_01.py UTF-8

Les MANs Linux en français...

GREP

Section: Manuel de l'utilisateur Linux (1)

Updated: 15 janvier 1997

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NOM

grep, egrep, fgrep - Afficher les lignes correspondant à un motif donné.

SYNOPSIS

```
grep [ -[AB] ]num [ -[CEFGVBchilnsvw] ] [ -e ] motif [ -fichier ] [ fichiers... ]
```

DESCRIPTION

Grep recherche dans les *fichiers* d'entrée indiqués les lignes correspondant à un certain *motif*.

Si aucun fichier n'est fourni, ou si le nom '-' est mentionné, la lecture se fait depuis l'entrée standard.

Par défaut, **grep** affiche les lignes correspondant au motif.

Il existe trois variantes principales de **grep**, contrôlées par les options suivantes.

-G

Interprète le *motif* comme une expression rationnelle simple (voir plus bas). C'est le comportement par défaut.

-E

Interprète le *motif* comme une expression rationnelle étendue (voir plus bas).

-F

Interprète le *motif* comme une liste de chaînes figées, séparées par des Sauts de Lignes (NewLine). La correspondance est faite avec n'importe laquelle de ces chaînes.

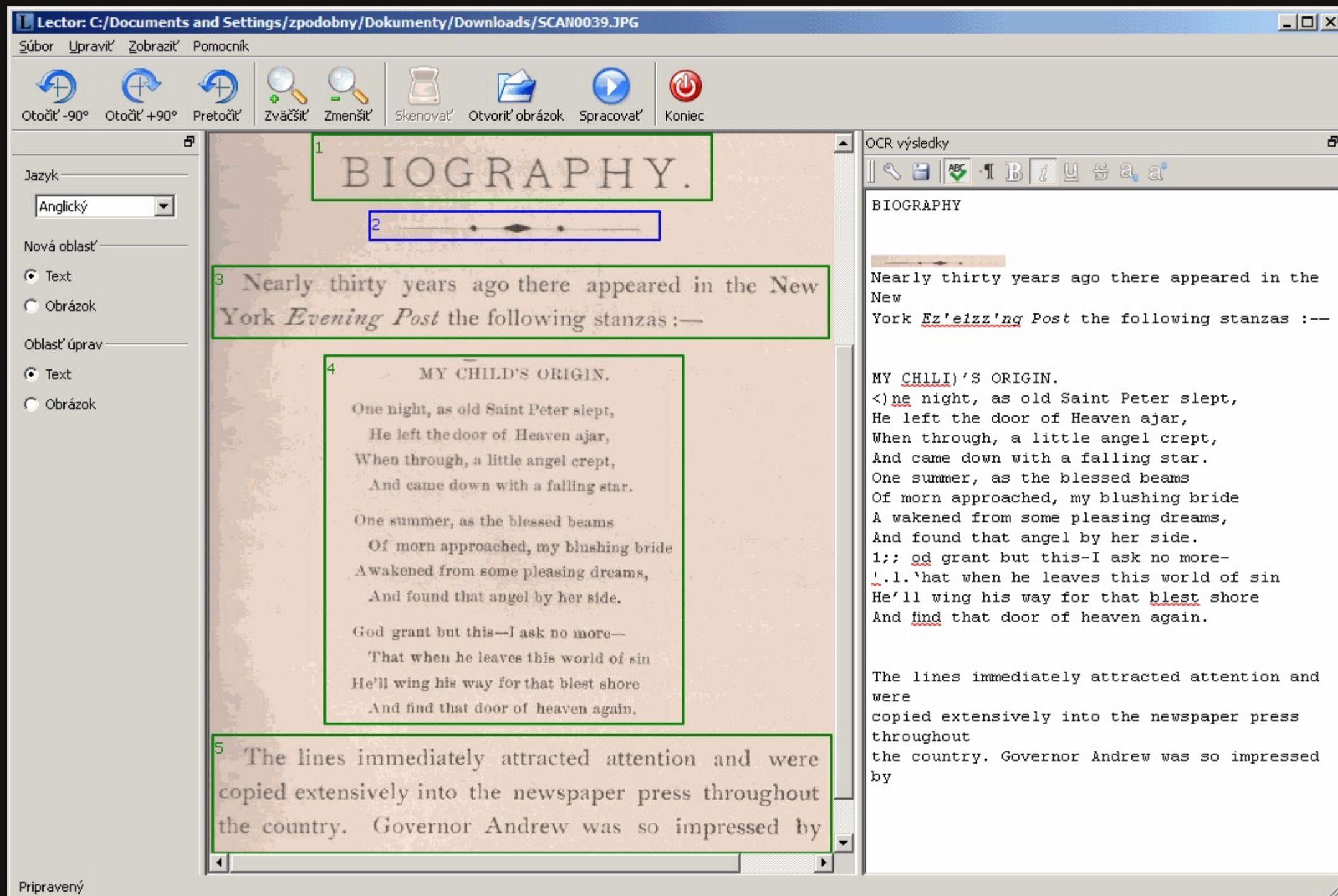
De plus, il existe deux variantes du programme : **egrep** et **fgrep**. **Egrep** est similaire (sans être identique) à **grep -E**, et est compatible avec les versions UNIX historiques de **egrep**. **Fgrep** est identique à **grep -F**.

Toutes les variantes de **grep** acceptent les options suivantes :

-num

Les correspondances seront affichées avec *num* lignes supplémentaires avant et après. Néanmoins, **grep** n'affichera jamais une ligne plus d'une fois.

-A num





fin

dralsist

unext

valite

dune

sorted

placorn

unbacher

aphadeci

igunt

gije

unnebu

versto

tropperb

zums

Wednesday, January 25, 2012

Bypass Captcha using Python and Tesseract OCR engine

A CAPTCHA is a type of challenge-response test used in computing as an attempt to ensure that the response is generated by a person. The process usually involves one computer (a server) asking a user to complete a simple test which the computer is able to generate and grade. The term "CAPTCHA" was coined in 2000 by Luis von Ahn, Manuel Blum, Nicholas J. Hopper, and John Langford (all of Carnegie Mellon University). It is an acronym based on the word "capture" and standing for "Completely Automated Public Turing test to tell Computers and Humans Apart".



In this post I am going to tell you guys how to crack weak captcha s using python and Tesseract OCR engine. Few days back I was playing around with an web application. The application was using a captcha as an anti automation technique when taking users feedback.

First let me give you guys a brief idea about how the captcha was working in that web application.

Inspecting the captcha image I have found that the form loads the captcha image in this way:

```

```

From this you can easily understand that the "captcha.php" file returns an image file. If we try access the url <http://www.site.com/captcha.php> each and every time it generates an image with a new random digit.

To make this clearer to you, Let me give you an example

Suppose after opening the feedback form you got few text fields and a captcha. Suppose at a certain time the captcha loaded with a number for ex. "4567".

Translate this Site

Select Language

Powered by Google Translate

Search This Blog

Search

Get OCR from
90 formats

GdPicture - Royalty Free
OCR engine For VB.NET,
C#, Delphi, vb6, c++



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Tr0ub13-Mak3r

Like

433 people like Tr0ub13-Mak3r.





zekejmiller

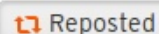
New Recording 68



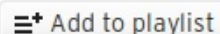
Write a comment ...



Like



Reposted



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Share



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702,331 | 554

87 comments



ΔRISTΔTL says at 0:26:

lol Im not a robot

4 months



Erik Vos says at 0:28:

artificial intelligence programmes are used for telemarketing.

4 months



Dj N/A says at 0:37:

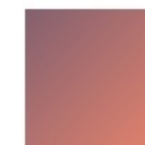
somebody should sample this

7 months

Track info

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Posted on Dec 9, 2013 by



zekejmiller

185 | 2

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The White House

Weekly Address: This Veterans' Day

1,802 | 11 | 2 | 1



The White House

Weekly Address: It's Time to Help W

9,320 | 20 | 5 | 2



The White House

Weekly Address: Focused on the Fig

29,050 | 36 | 9 | 2

In playlists

View all



Tikalss

Robot



zHARDz

Samantha West

Code Poetry Slam 2.0

Stanford University
Division of
Literatures,
Cultures, and
Languages

programmers and poets: create! compose! compile! (+ pizza)

[Home](#) [Resources](#) [Submissions](#) [CPS 1.0](#) [CPS 1.1](#) [Press](#) [Other Slams](#)

Code Poetry Slam 2.0

Lying With Computers

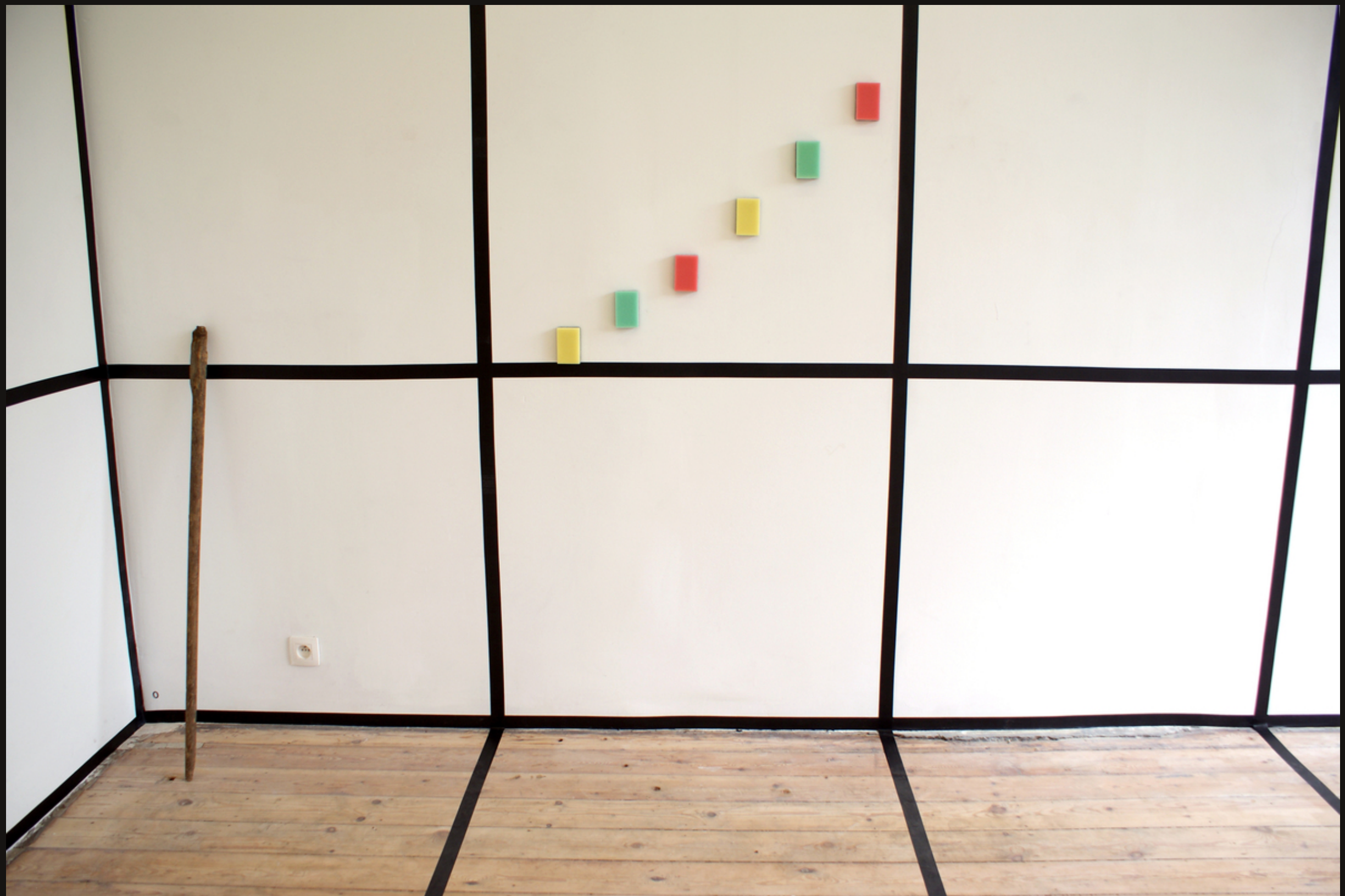
Submissions are still open for Stanford University's 3rd Code Poetry Slam! The slam will be held **January 23rd, 2015** in Wallenberg Hall 124, and submissions are due by **December 15th, 2014**. Check out the Submissions tab for the form to submit.

Stanford University's Division of Literatures, Cultures, and Languages (DLCL) sponsors a series of Code Poetry Slams. [Code Poetry Slam 1.0](#) was held on November 20th, 2013, and Code Poetry Slam 1.1 was held **February 27th, 2014**, both in Wallenberg Hall, Rm. 124, at Stanford University.

What is "code poetry"? A C++ sonnet? A Haskell haiku? An algorithmic poetry generator? Something completely new? Check out our [Resources](#) tab for examples, theory, and other groups holding similar events!

Website by Melissa Kagen and Kurt James Werner





Version: 2.7 Brussels-2013

```
Title: 1982
Project curator: Raphael Reblow
Version: 2.7 Brussels-2013
Repository URL: https://github.com/raphaelreblow/1982
Physical location
Latitude: 50.829404
Longitude: 4.360700000000000175
Altitude: 42m
City: Brussels
Country: Belgium
Sculpture size
Width: 3.47m
Height: 3.27m
Depth: 4.30m
Mathematical boxes: 3-dimensional
Position of the origin: at the bottom right angle from street view
Default objects origin: Object's closest angle to the main origin
Capture hardware
Type: Photography
Model: Digital Camera
X position: 1.7m
Y position: 8m
Z position: 1m
Direction: Facing the installation
Lighting hardware
Means and natural
Objects
ID: 1
Name: White Box
Size
Width: 3.47m
Height: 3.27m
Depth: 4.30m
Position: The object defines the origin
Color / texture: White black grid on white
ID: 2
Name: Small handle
Size
Height: 115cm
Diameter: 3.5cm
Position
X position: 30cm
Y position: 0
Z position: 28cm
Position description: Vertical, put down on the floor of the white box, leaning against the wall of the white box (ID=1). Origin is the bottom center of the stick
ID: 3
Name: Sponge
Size
Width: 5.5cm
Height: 8cm
Depth: 2.5cm
Position
X position: 0
Y position: 1m
Z position: 1.2m
Position description: Stick to right wall of the white box (ID=1), belongs to the (Y82) plane
Color / texture: Back is dark green, face is yellow
ID: 4
Model: ID=3
Position
X position: 15cm
Y position: 15cm
Z position: 15cm
Color / texture: Dark green back, green face
ID: 5
Model: ID=3
Position
X position: 15cm
Y position: 15cm
Z position: 15cm
Color / texture: Dark green back, red face
ID: 6
Model: ID=3
Position
X position: 15cm
Y position: 15cm
Z position: 15cm
Color / texture: Dark green back, yellow face
ID: 7
Model: ID=3
Position
X position: 15cm
Y position: 15cm
Z position: 15cm
Color / texture: Dark green back, green face
ID: 8
Model: ID=3
Position
X position: 15cm
Y position: 15cm
Z position: 15cm
Color / texture: Dark green back, red face
ID: 9
Name: Poster
Size
Width: 42cm
Height: 115cm
Position
X position: 0
Y position: 2.1m
Z position: 3.42m
Position description: Stick to right wall of the white box (ID=1), belongs to the (Y82) plane
Color / texture: Content of POST file printed on white paper
ID: 10
Name: Fish bowl
Size
Diameter: 32cm
Height: 28cm
Position
X position: 3.85m
Y position: 0
Z position: 1.43m
Position description: On the floor, 3/4 filled with water
Fish food addition: 11
Color / texture: Transparent glass
ID: 11
Name: Glofish
Size
Width: 7cm
Height: 3cm
Depth: 5cm
Position
Position description: Somewhere into the Fish bowl (ID=10)
Color / texture: Transparent glass
ID: 12
Model: ID=11
ID: 13
Name: Flooring Travel
Size
Width: 13.5cm
Height: 28cm
Position
X position: 3.47m
Y position: 2.0m
Z position: 2.4m
Position description: Stick to left wall of the white box (ID=1)
Color / texture: Metal and red wood
ID: 14
Model: ID=13
Position
X position: 15cm
Y position: 15cm
Z position: 15cm
ID: 15
Name: Tube with ring
Size
Width: 8cm
Height: 210cm
Depth: 8.2cm
Position
X position: 2.27m
Y position: 0
Z position: 0
X position: 3.47m
Y position: 0
Z position: 0
X position: 3.47m
Y position: 0
Z position: 0
X position: 3.47m
Y position: 0
Z position: 0
X position: 3.47m
Y position: 0
Z position: 0
X position: 3.47m
Y position: 0
Z position: 0
X position: 3.47m
Y position: 0
Z position: 0
Position description: Flexible object in segments, twisted following POST, POST, POST
Color / texture: Brown background, 3 blue vertical stripes
ID: 16
Name: Wheel POST
Size
Width: 8.00cm
Height: 1.20cm
Depth: 8.00cm
Position
X position: 1.87m
Y position: 0
Z position: 0
X position: 3.47m
Y position: 0
Z position: 0
Position description: Roll out on the floor, following POST axis, roll to street side and contains 2.0m
Color / texture: Red metal
```


N E W S C U T

Une pile de journaux du jour est mis à disposition (+ ciseaux, colle)
– individuellement ou par groupe (maximum 5 personnes), chacun choisit un article et le prend en photo

– à partir de cet article, le groupe définit et teste une (ou des) contrainte(s)* d'écriture et recompose le texte de l'article suivant ces contraintes.

La composition est réalisée en copier/coller manuel avec papier et ciseaux (photocopies à la demande).

– la composition produite est photographiée (ou scannée) et passée à travers un programme de reconnaissance de caractères (station OCR mise à disposition sur la machine de Ludi). Le résultat texte obtenu est imprimé et transmis à un autre groupe qui définit de nouvelles contraintes d'écriture et propose version 2 du texte.

→ le travail de chaque groupe consiste à rédiger le "script" définissant les contraintes et le processus appliqué au texte de la manière la plus claire et concise possible. Cette "recette" peut faire appel à des variables et s'inspirer de la syntaxe des langages de programmation visités pendant le cours (grep, python). Elle est écrite en texte seul et suit une mise en page minimale (indentations, espaces, sauts de lignes) qui participe à sa compréhension.

Pour documenter les différentes étapes du projet, une photo (ou scan) est réalisée avant chaque transformation (article d'origine, texte produit (version1), texte après OCR, texte produit (version 2)).

Chaque groupe documente le parcours du texte de l'article qu'il a choisi à l'origine et le parcours du texte reçu d'un autre groupe.

*exemples de contraintes :

- ne sont conservés que les mots commençant par une capitale
 - une liste d'anagrammes est réalisée à partir de chacun des verbes du texte
- voir aussi les contraintes fixées par l'OuLiPo <http://oulipo.net/fr/contraintes>