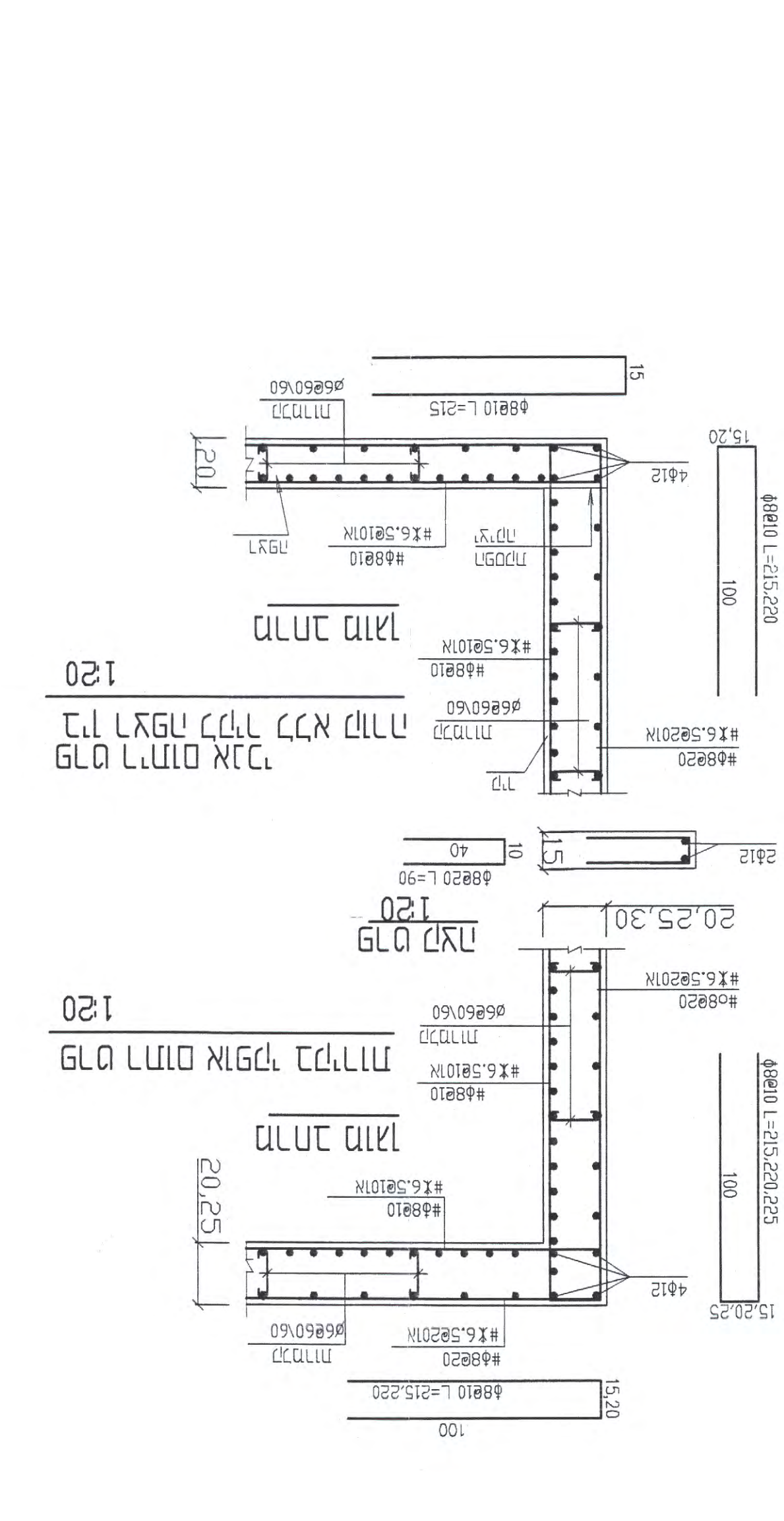
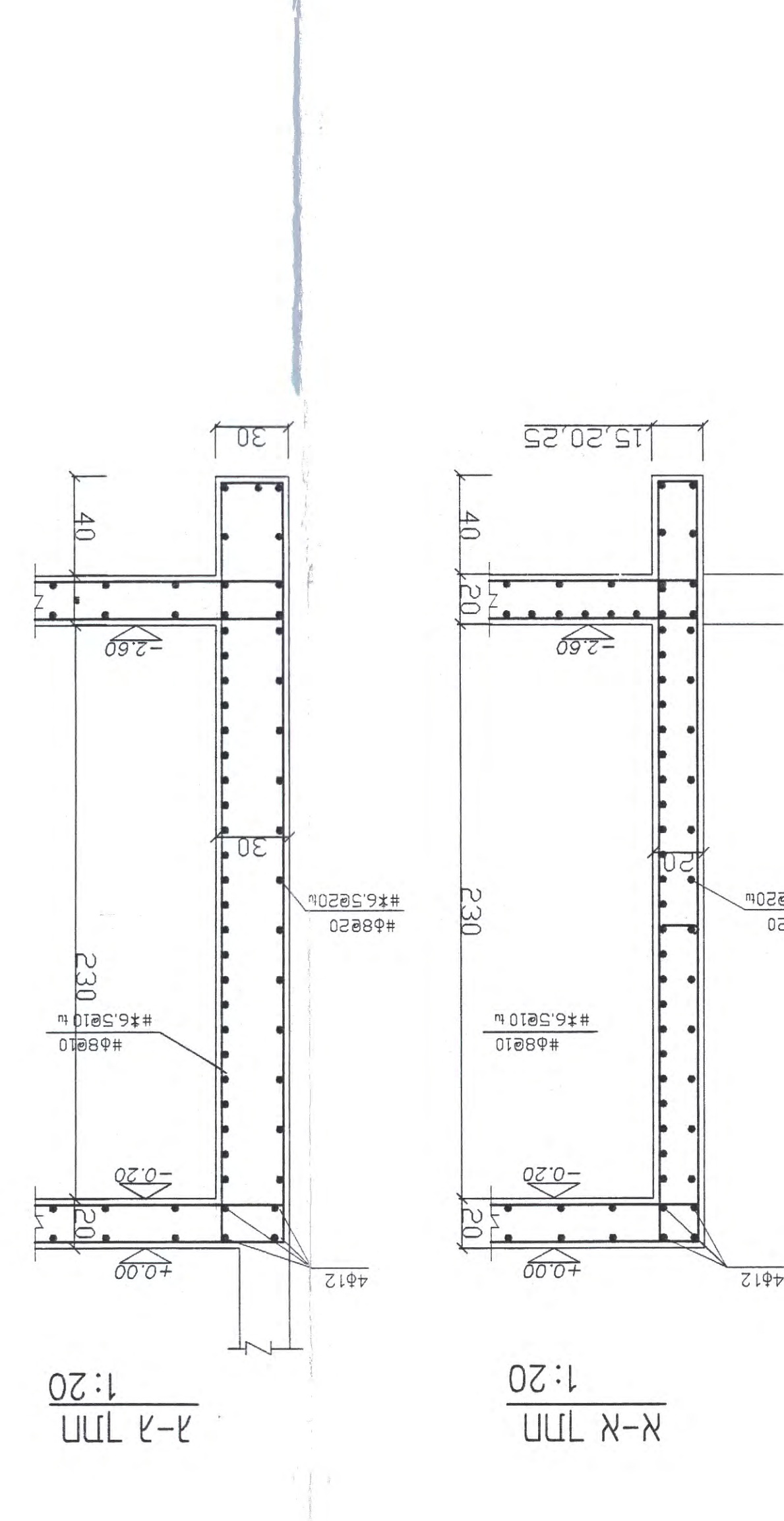
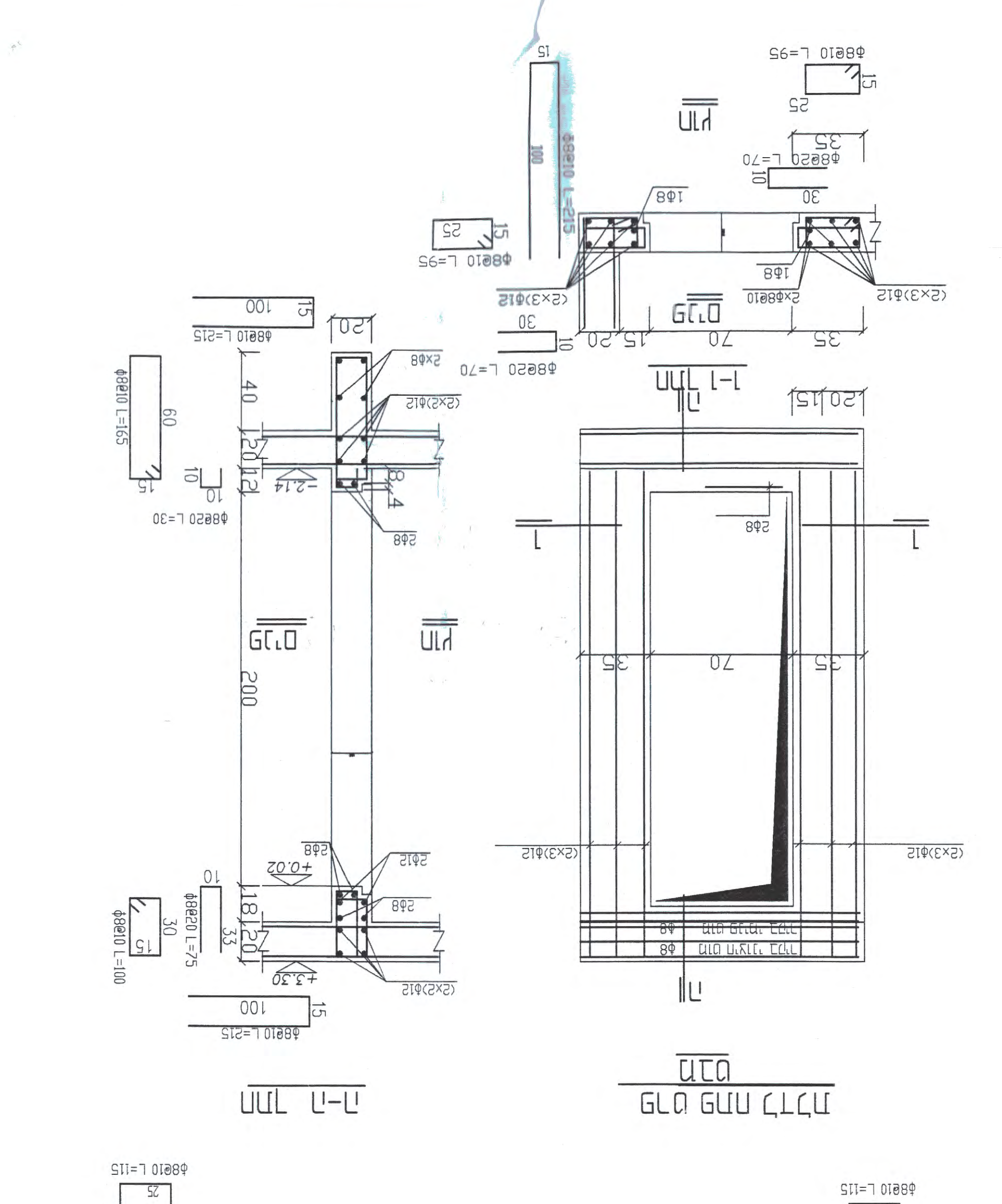
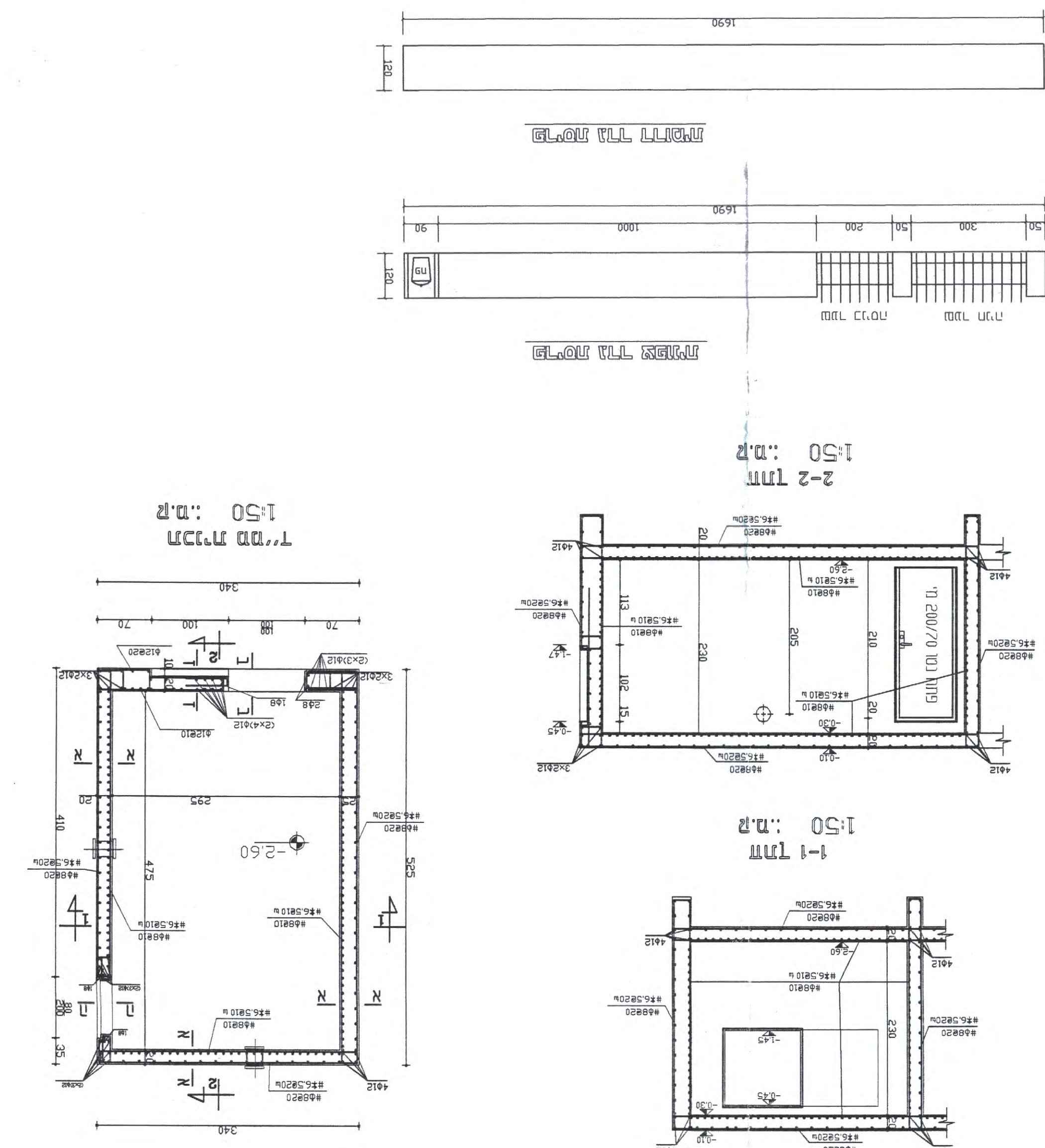
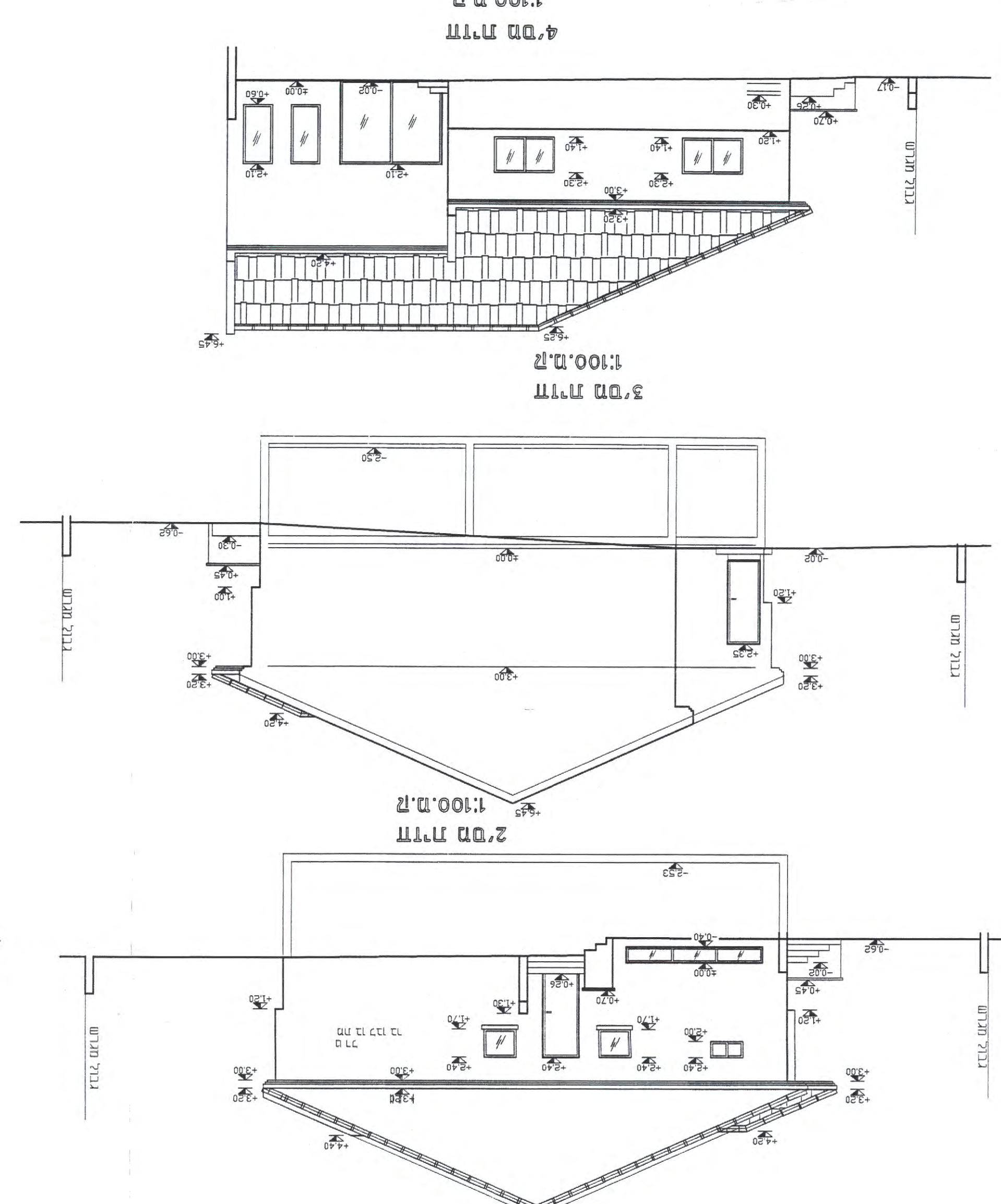
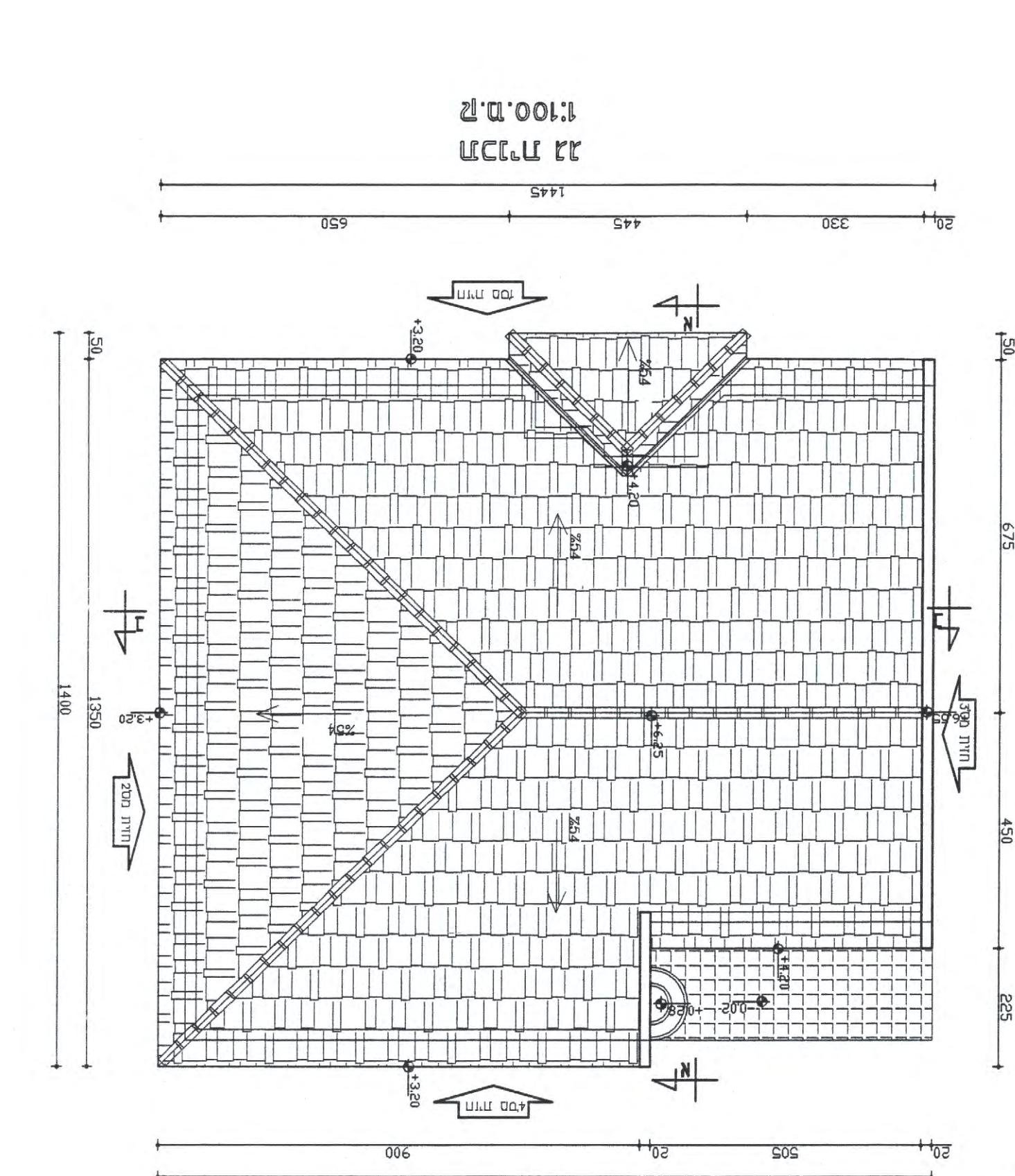
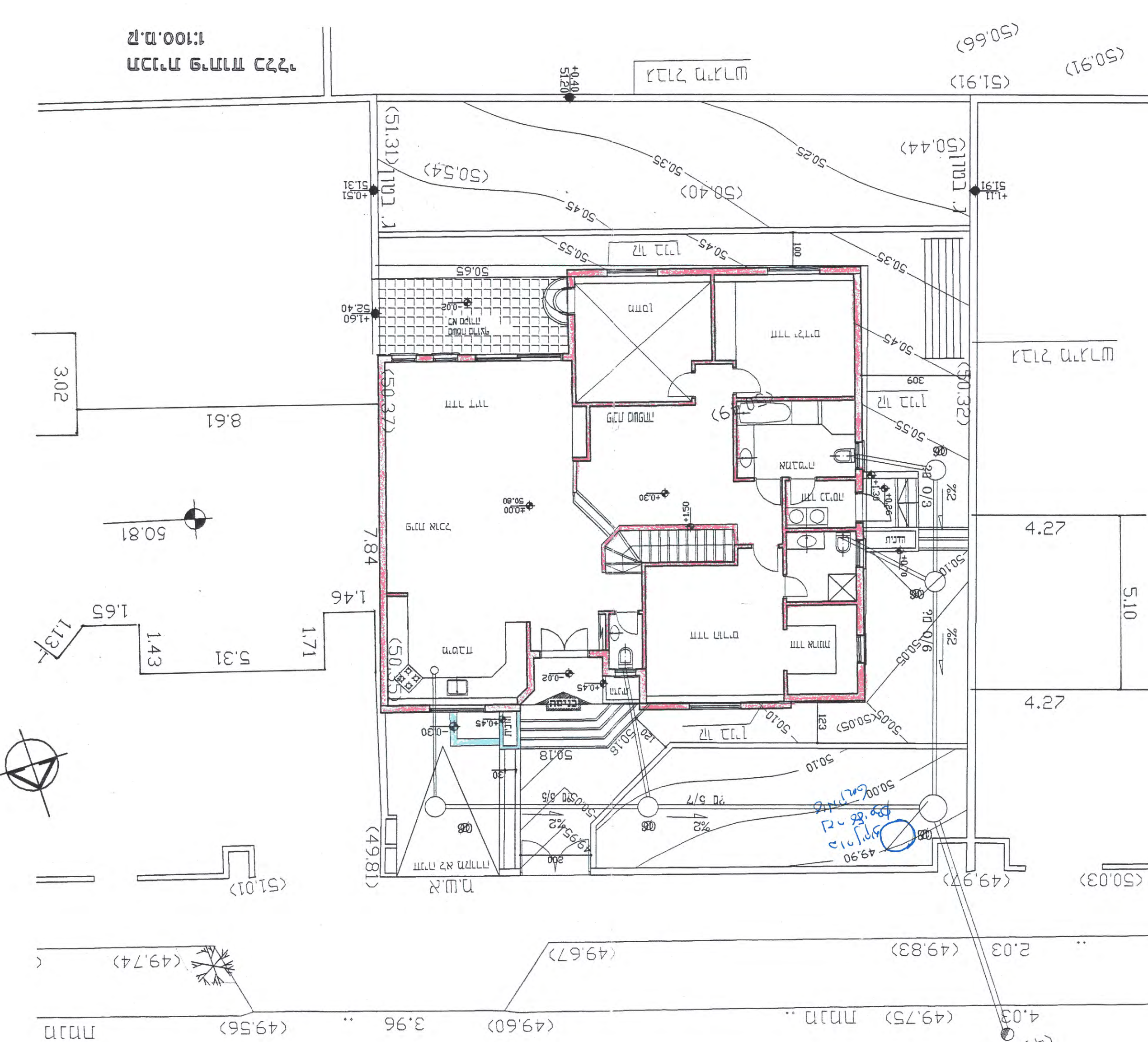
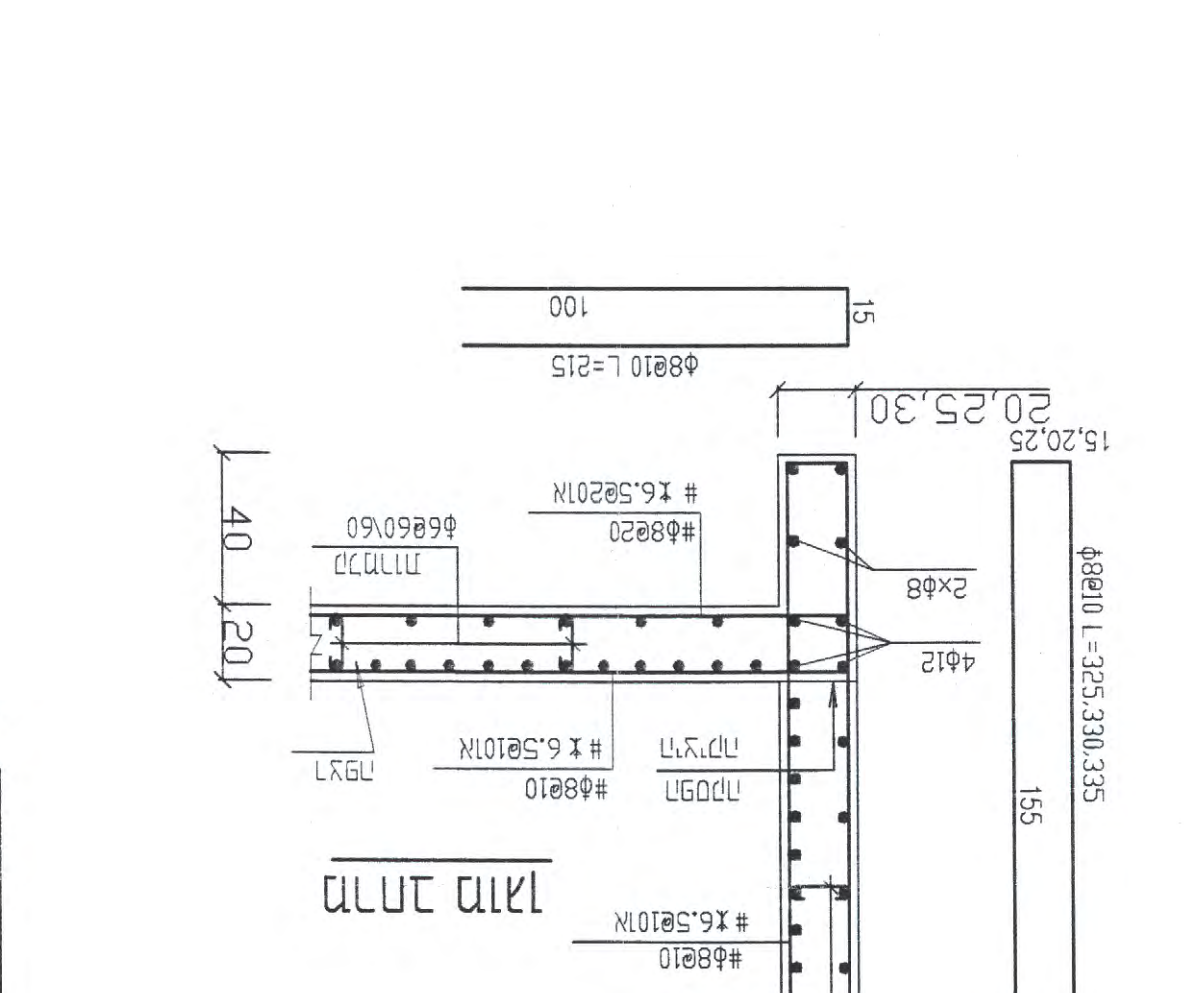
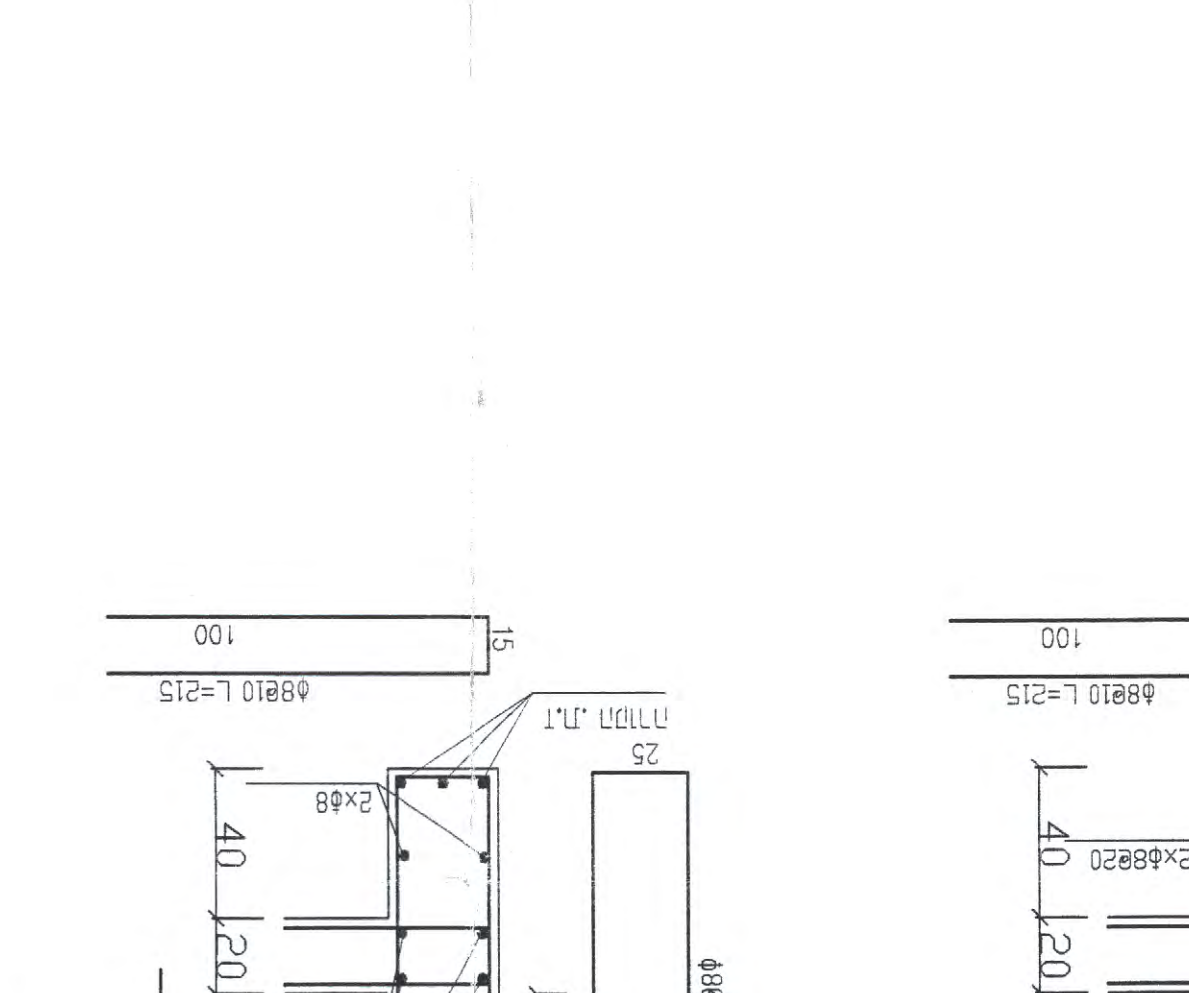
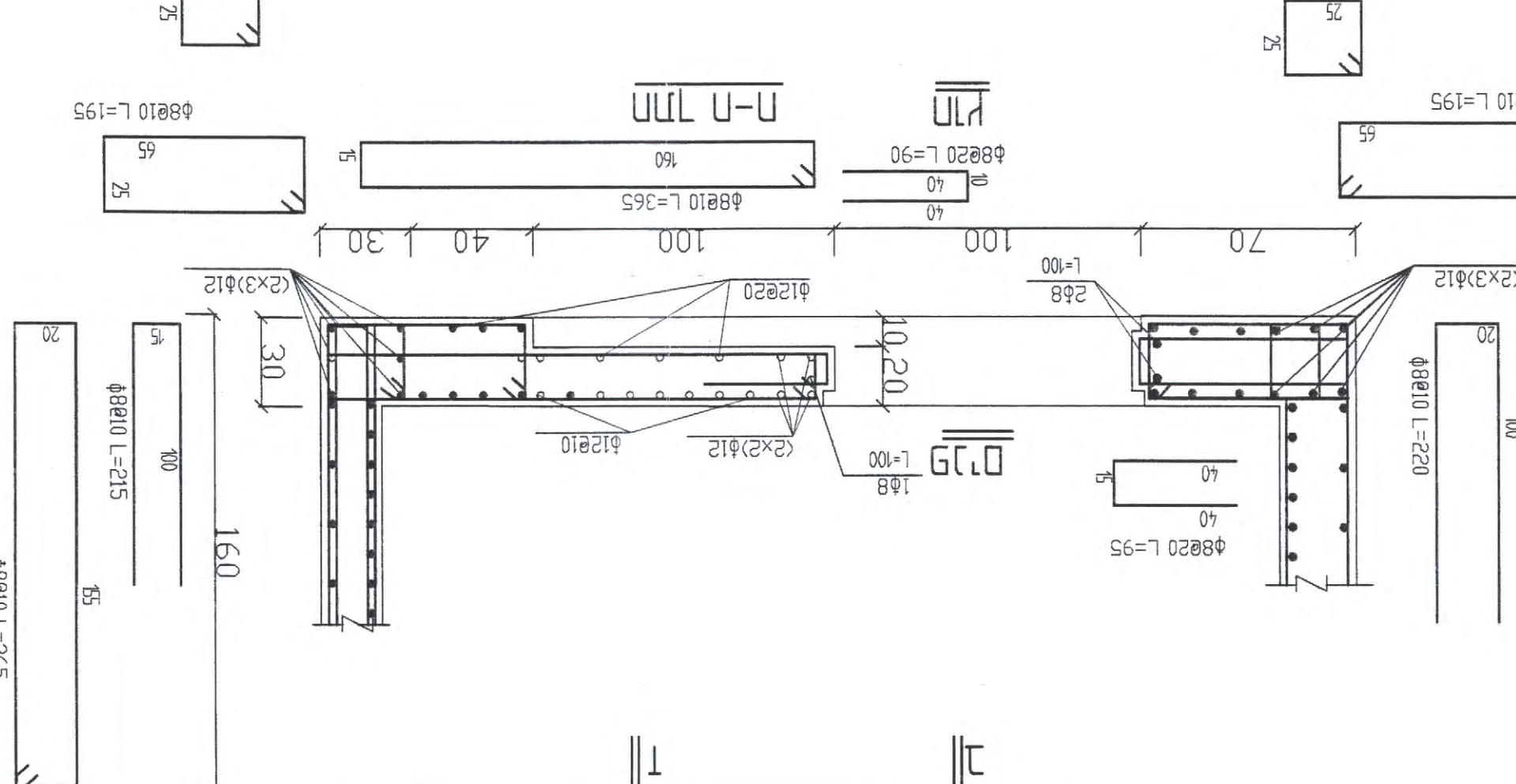
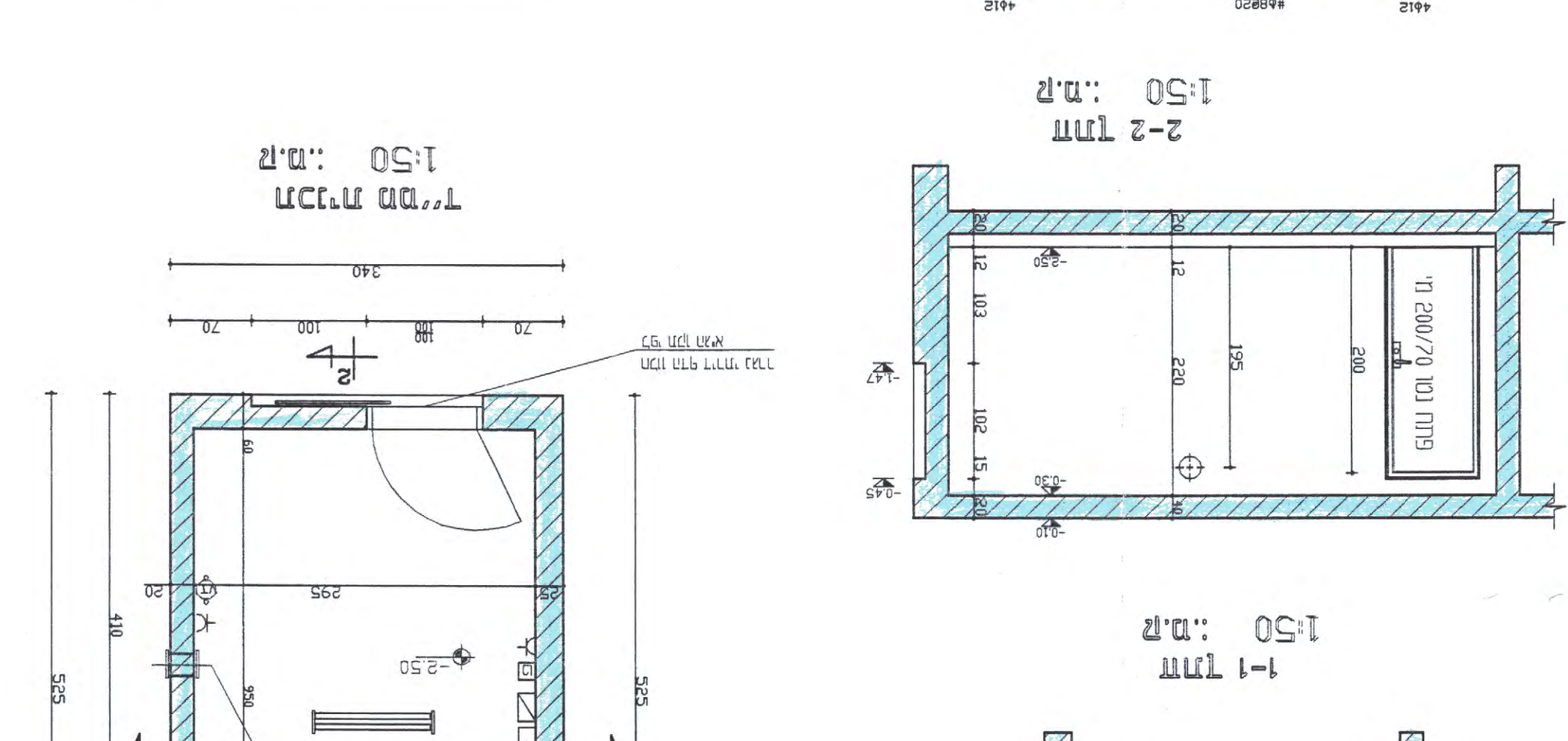
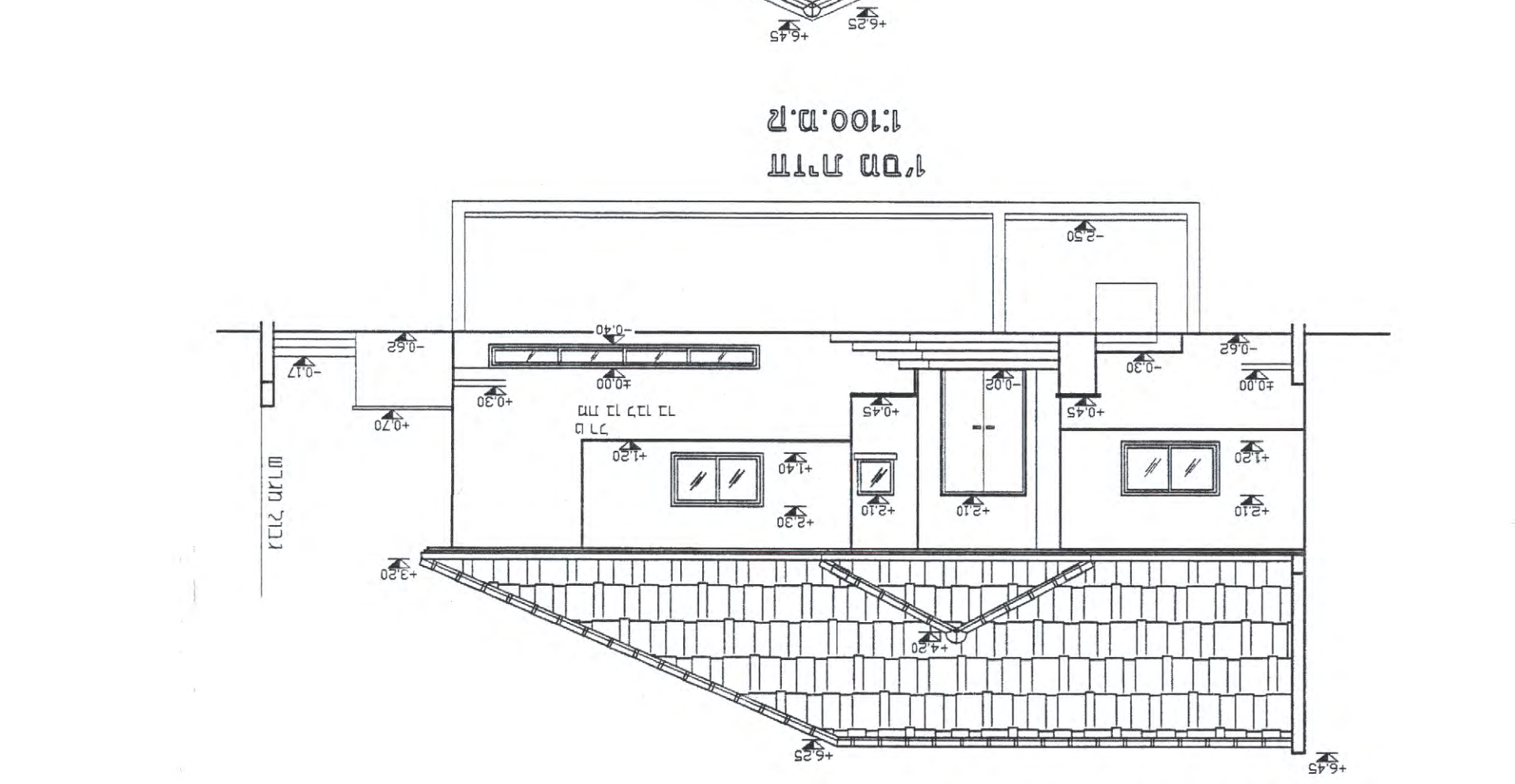
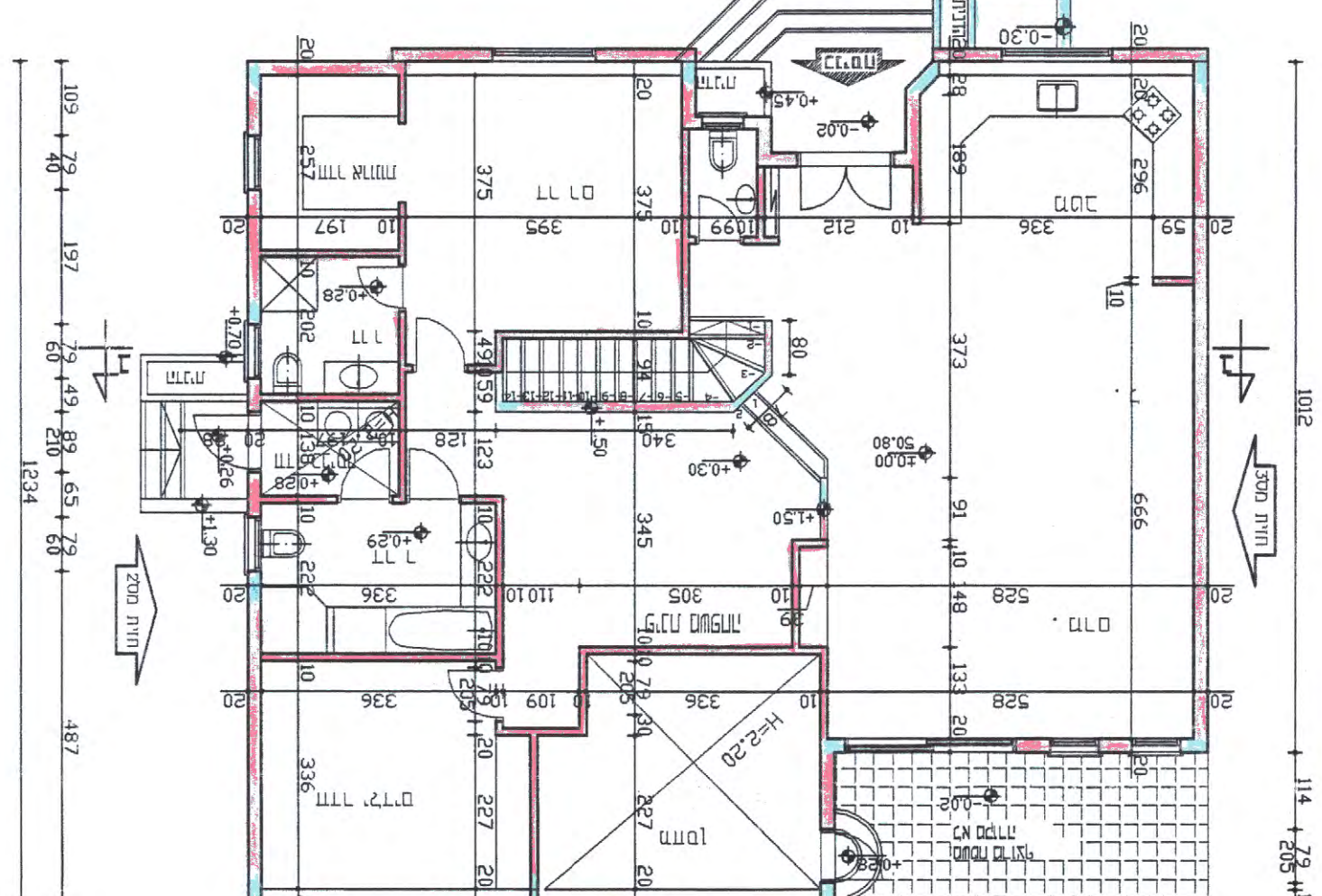
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Figure 1: Schematic diagram of the experimental setup. A subject is seated at a table, viewing a screen. A camera is positioned above the screen. The screen displays a target (a small circle) and a starting point (a larger circle). The distance between the starting point and the target is labeled 'D'. The distance from the starting point to the screen is labeled 'L'. The distance from the camera to the screen is labeled 'H'. The distance from the camera to the target is labeled 'R'. The distance from the camera to the starting point is labeled 'S'. The distance from the camera to the target is labeled 'R'.

Figure 1: Schematic diagram of the proposed system.



The diagram illustrates the internal structure of a 16-bit ALU. On the left, the 16-bit inputs are labeled: A15, A14, A13, A12, A11, A10, A9, A8, A7, A6, A5, A4, A3, A2, A1, and A0. These inputs feed into a 16-bit bus labeled 'A'. The bus 'A' connects to a 16-bit register labeled 'A16'. The register 'A16' has a 'Load' control input and a 'Clear' control input. The output of the register 'A16' is labeled 'A16'. The output of the ALU is labeled 'F16'. The ALU also has a 'Zero' output flag. The ALU is composed of several internal components: a 16-bit adder, a 16-bit subtractor, a 16-bit multiplier, a 16-bit divider, and a 16-bit shifter. The ALU is controlled by a 4-bit control input labeled 'F4'. The ALU is also connected to a 16-bit bus labeled 'F16'.

