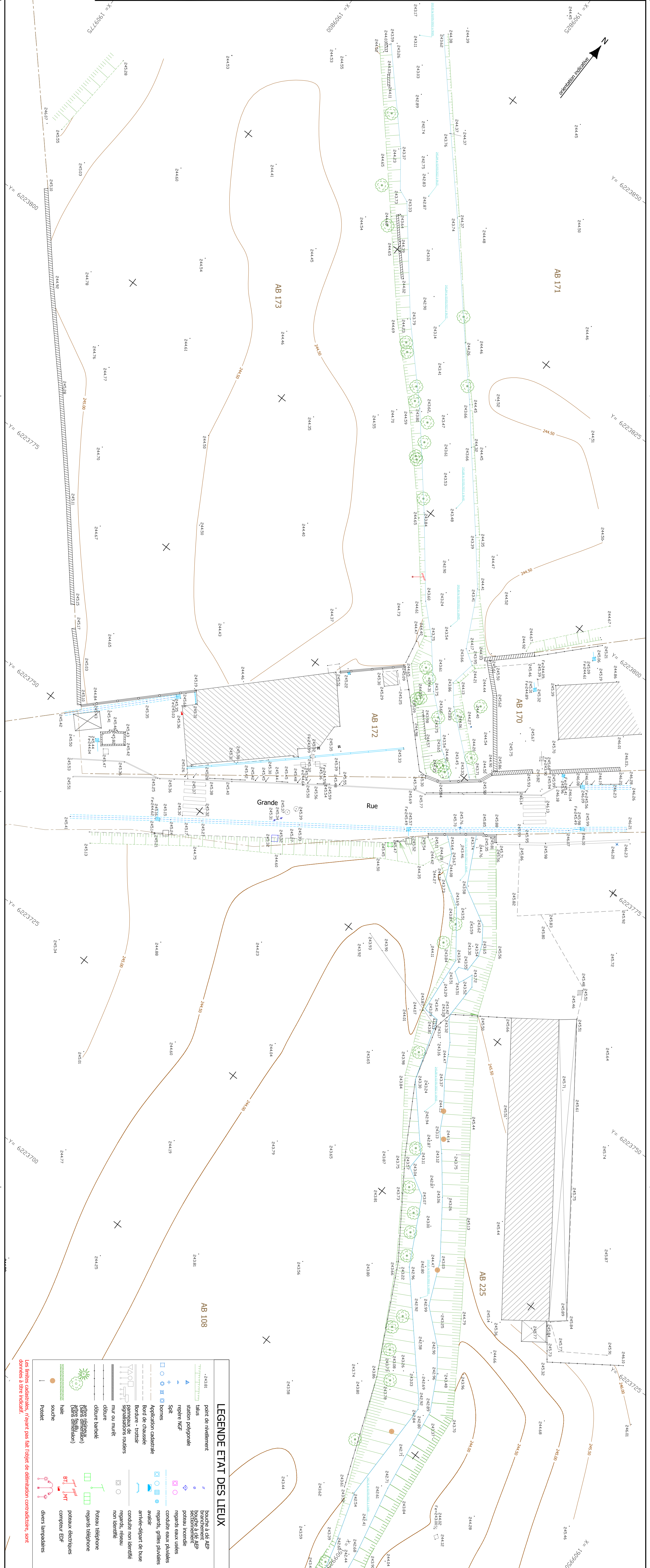


The diagram shows two overlapping rectangles. The rectangle on the right is outlined in red and contains the text 'T. equus' in red. The rectangle on the left is outlined in black and contains the text 'T. equus' in black. The two rectangles overlap, with the red one partially covering the black one.

The site plan for the proposed development at AB 225 shows a rectangular plot of land divided into several lots. The lots are numbered, with some lots having area measurements in square feet. The plan includes a proposed road, parking areas, and building footprints. The site is bounded by a road to the north and a road to the east. The plan also shows the location of the proposed development, including the proposed road, parking areas, and building footprints. The site is bounded by a road to the north and a road to the east. The plan also shows the location of the proposed development, including the proposed road, parking areas, and building footprints.

Phases	nr	Dates	Debuté par	Viable par	Nature de l'intervention
			par	2,1	
T00	1	20/07/2022	PL		Interdiction des bus
2					
3					
4					
5					
6					
7					

[illegible]

LEGENDE ETAT DES LIEUX

The diagram illustrates the information processing model of the human brain, showing the flow of information from input to output through various processing stages.

Input: The process begins with **input**, which can be **verbal** (represented by a speech bubble) or **nonverbal** (represented by a light bulb). These inputs are processed by **senses** (represented by an eye and an ear).

Attention: Information from the senses flows into **attention**, which is divided into **selective attention** (represented by a magnifying glass) and **divided attention** (represented by a person looking at multiple screens).

Perception: Information from attention flows into **perception**, which is divided into **bottom-up processing** (represented by a building) and **top-down processing** (represented by a person looking at a building).

Encoding: Information from perception flows into **encoding**, which is divided into **visual encoding** (represented by a picture) and **auditory encoding** (represented by a sound wave).

Storage: Information from encoding flows into **storage**, which is divided into **short-term storage** (represented by a box) and **long-term storage** (represented by a box with a plus sign).

Retrieval: Information from storage flows into **retrieval**, which is divided into **recall** (represented by a person looking at a box) and **recognition** (represented by a person looking at a box with a plus sign).

Output: Information from retrieval flows into **output**, which can be **verbal** (represented by a speech bubble) or **nonverbal** (represented by a light bulb). This output is then processed by **senses** (represented by an eye and an ear) and **attention** (represented by a magnifying glass and a person looking at multiple screens).

Feedback: Information from output flows back into the **input** stage, completing the cycle.

Other components: The diagram also includes **perceptual set** (represented by a magnifying glass), **perceptual learning** (represented by a person looking at a box), **perceptual adaptation** (represented by a person looking at a box), **perceptual habit** (represented by a person looking at a box), **perceptual bias** (represented by a person looking at a box), **perceptual distortion** (represented by a person looking at a box), **perceptual illusion** (represented by a person looking at a box), **perceptual error** (represented by a person looking at a box), **perceptual failure** (represented by a person looking at a box), **perceptual breakdown** (represented by a person looking at a box), **perceptual collapse** (represented by a person looking at a box), **perceptual disintegration** (represented by a person looking at a box), **perceptual annihilation** (represented by a person looking at a box), **perceptual obliteration** (represented by a person looking at a box), **perceptual erasure** (represented by a person looking at a box), **perceptual deletion** (represented by a person looking at a box), **perceptual removal** (represented by a person looking at a box), **perceptual extraction** (represented by a person looking at a box), **perceptual isolation** (represented by a person looking at a box), **perceptual separation** (represented by a person looking at a box), **perceptual division** (represented by a person looking at a box), **perceptual partitioning** (represented by a person looking at a box), **perceptual segmentation** (represented by a person looking at a box), **perceptual categorization** (represented by a person looking at a box), **perceptual classification** (represented by a person looking at a box), **perceptual organization** (represented by a person looking at a box), **perceptual structuring** (represented by a person looking at a box), **perceptual ordering** (represented by a person looking at a box), **perceptual arrangement** (represented by a person looking at a box), **perceptual layout** (represented by a person looking at a box), **perceptual design** (represented by a person looking at a box), **perceptual planning** (represented by a person looking at a box), **perceptual execution** (represented by a person looking at a box), **perceptual monitoring** (represented by a person looking at a box), **perceptual evaluation** (represented by a person looking at a box), **perceptual comparison** (represented by a person looking at a box), **perceptual contrast** (represented by a person looking at a box), **perceptual differentiation** (represented by a person looking at a box), **perceptual discrimination** (represented by a person looking at a box), **perceptual identification** (represented by a person looking at a box), **perceptual recognition** (represented by a person looking at a box), **perceptual understanding** (represented by a person looking at a box), **perceptual comprehension** 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