

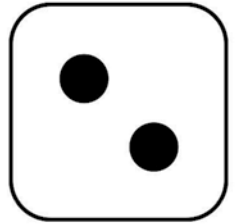
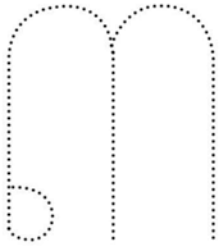
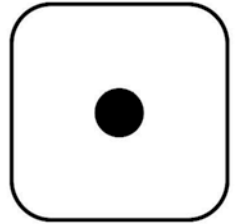
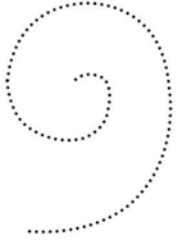
# ល្បែងគូសភ្ជាប់លេខទៅនឹងចំនួន ត្រាប់ឡុកឡាវ



ស្កេន QR Code

សាលាមត្តេយ្យ ..... ថ្នាក់កម្រិត .....

ឈ្មោះ: ..... កាលបរិច្ឆេទ .....



# ល្បែងគុសភ្ជាប់លេខទៅនឹងចំនួន ត្រាប់ឡុកឡាវ



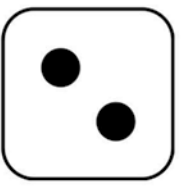
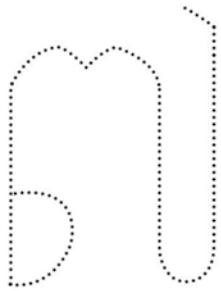
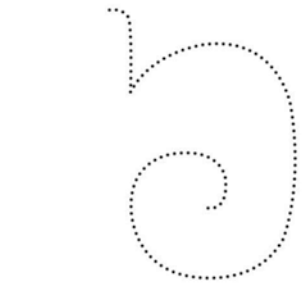
ស្កេន QR Code

សាលាមត្តេយ្យ .....

ថ្នាក់កម្រិត .....

ឈ្មោះ: .....

កាលបរិច្ឆេទ .....



# ល្បែងគុសភ្ជាប់លេខទៅនឹងចំនួន ត្រាប់ឡុកឡាវ



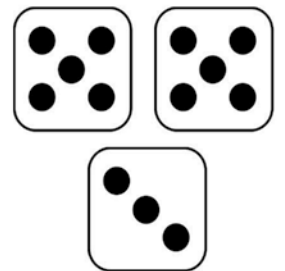
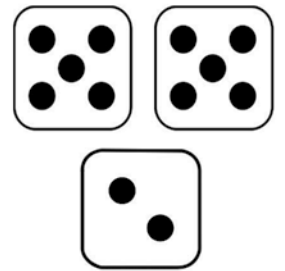
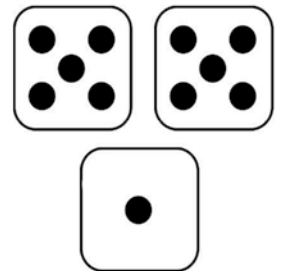
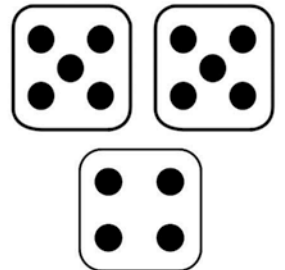
ស្កេន QR Code

សាលាមត្តេយ្យ .....

ថ្នាក់កម្រិត .....

ឈ្មោះ: .....

កាលបរិច្ឆេទ .....



# ល្បែងគូសភ្ជាប់លេខទៅនឹងចំនួន (គ្រាប់ឡូកឡាក់)



ស្កេន QR Code

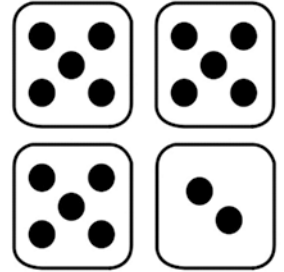
សាលាមត្តេយ្យ ..... ថ្នាក់កម្រិត .....

ឈ្មោះ : ..... កាលបរិច្ឆេទ .....

១៦

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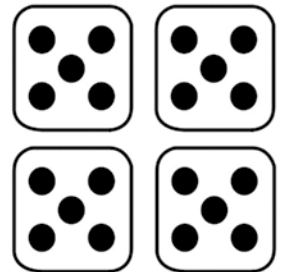
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១៧

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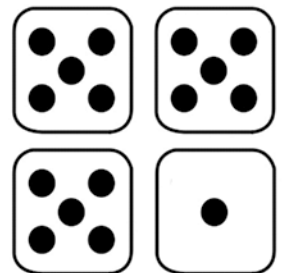
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១៨

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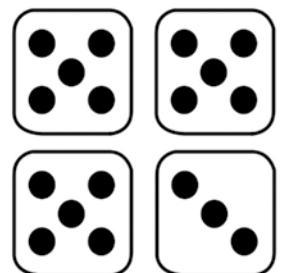
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១៩

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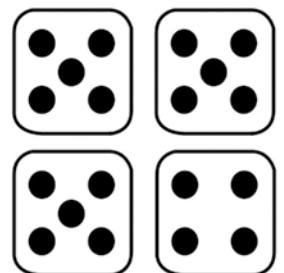
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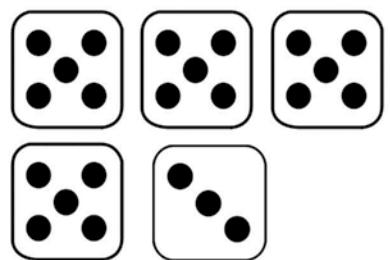
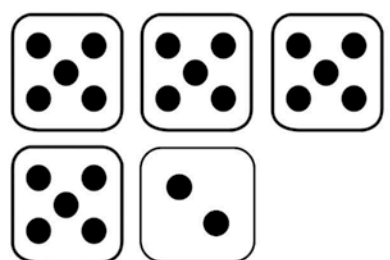
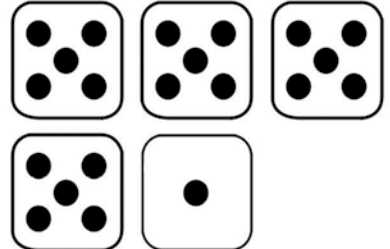
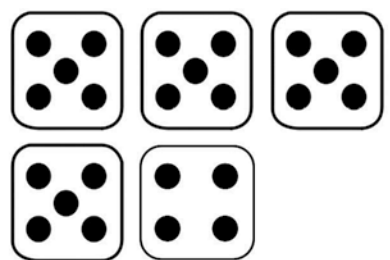
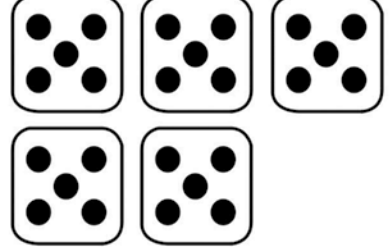


# ល្បែងគូសភ្ជាប់លេខទៅនឹងចំនួន (គ្រាប់ឡូកឡាក់)



ស្កេន QR Code

នាមតេជោ ..... ថ្នាក់ទី .....  
ឈ្មោះ ..... កាលបរិច្ឆេទ .....



# ល្បែងគូសគ្នាបំបែកលេខទៅនឹងចំនួន (គ្រាប់ឡូកឡា)

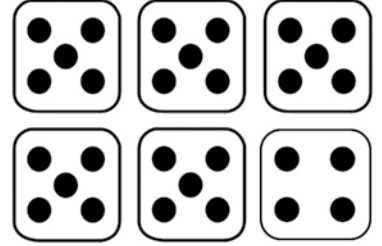


ស្កេន QR Code

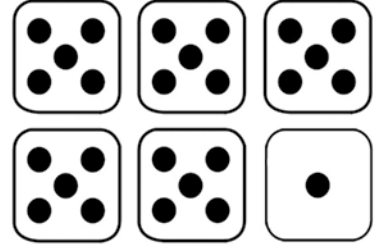
សាលាមត្តេយ្យ ..... ថ្នាក់កម្រិត .....

ឈ្មោះ: ..... កាលបរិច្ឆេទ .....

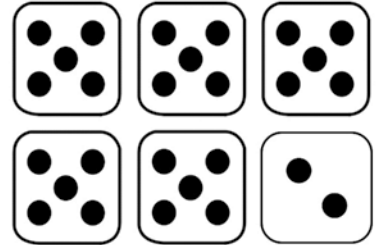
២៦



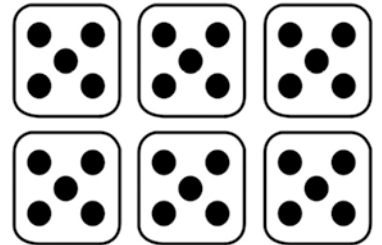
២៧



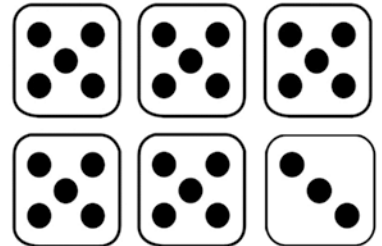
២៨



២៩



៣០



៣១

