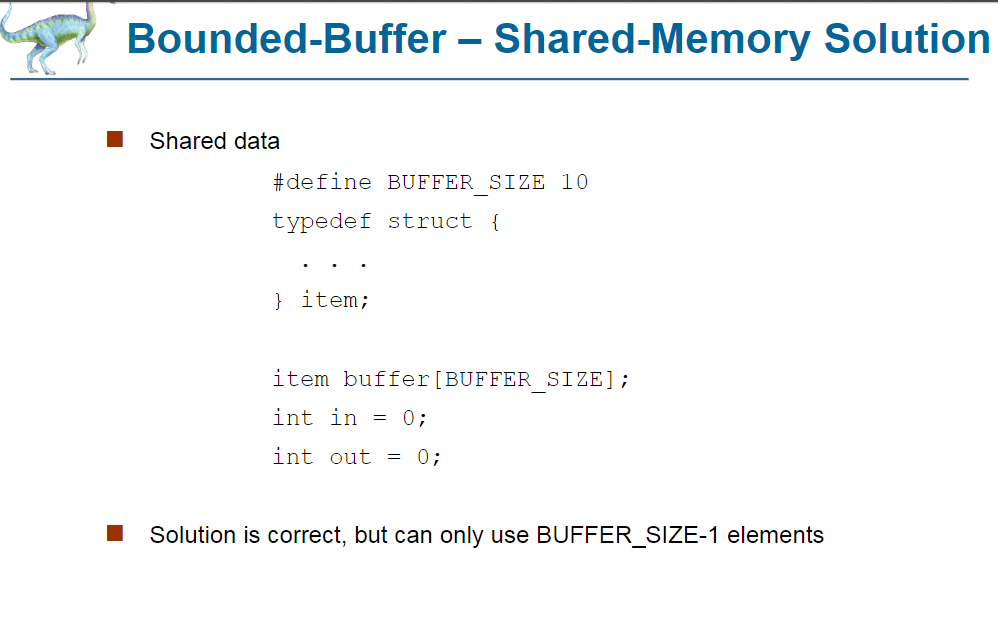
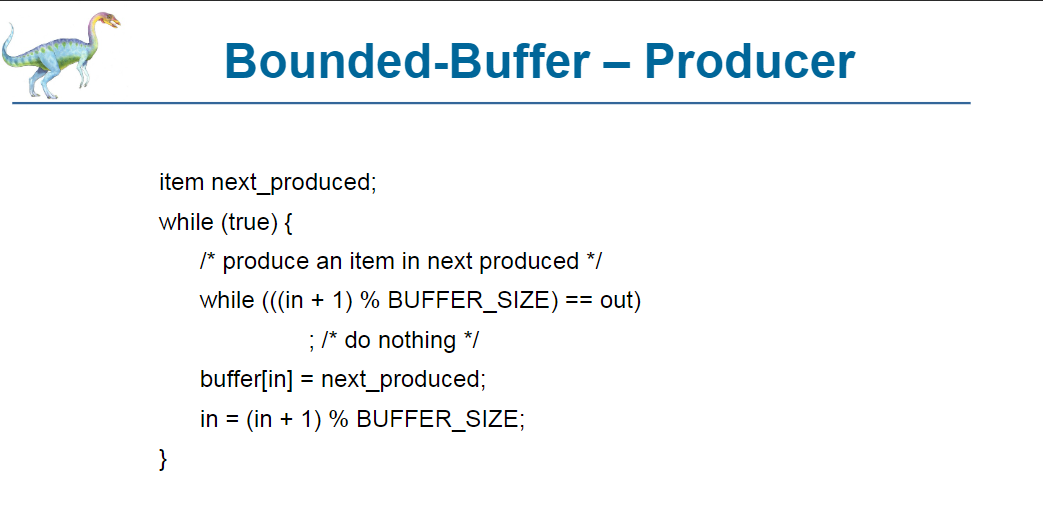
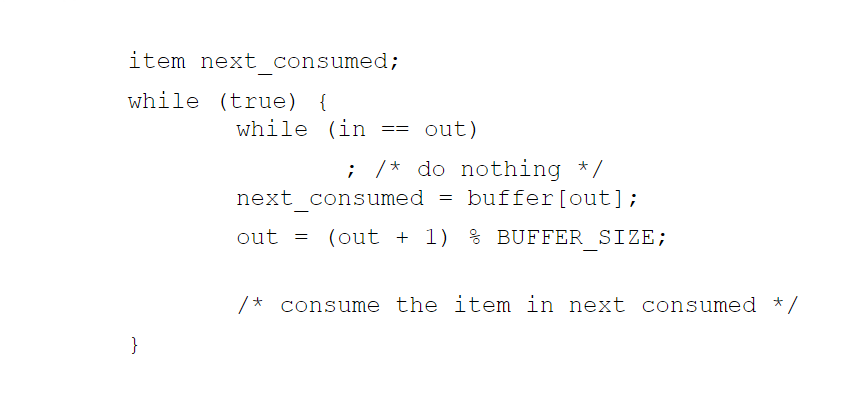
Bounded buffer

[intro]







[ref]