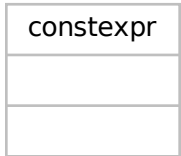
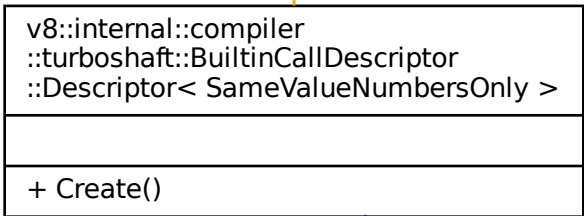


< SameValueNumbersOnly >



+kEffects
+kFunction
+kNeedsContext
+kNeedsFrameState
+kProperties

