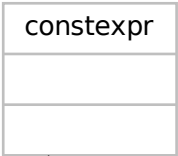
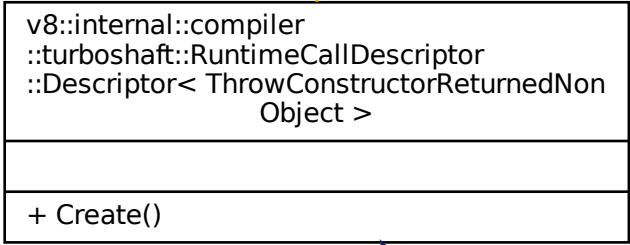


< ThrowConstructorReturned  
NonObject >



+kFunction  
+kNeedsFrameState  
+kProperties

