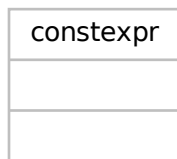
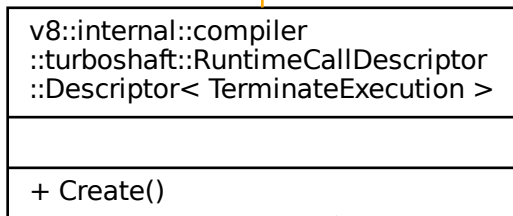


< TerminateExecution >



+kFunction  
+kNeedsFrameState  
+kProperties

