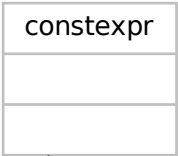
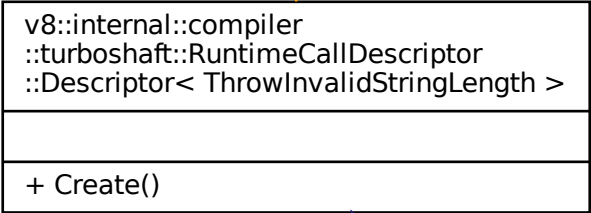


< ThrowInvalidStringLength >



+kFunction
+kNeedsFrameState
+kProperties

