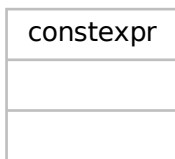
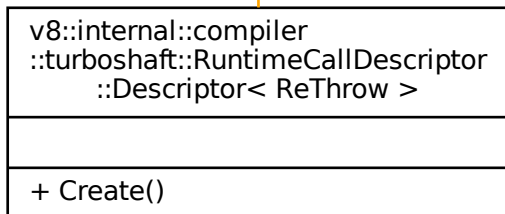


< ReThrow >



+kFunction  
+kNeedsFrameState  
+kProperties

