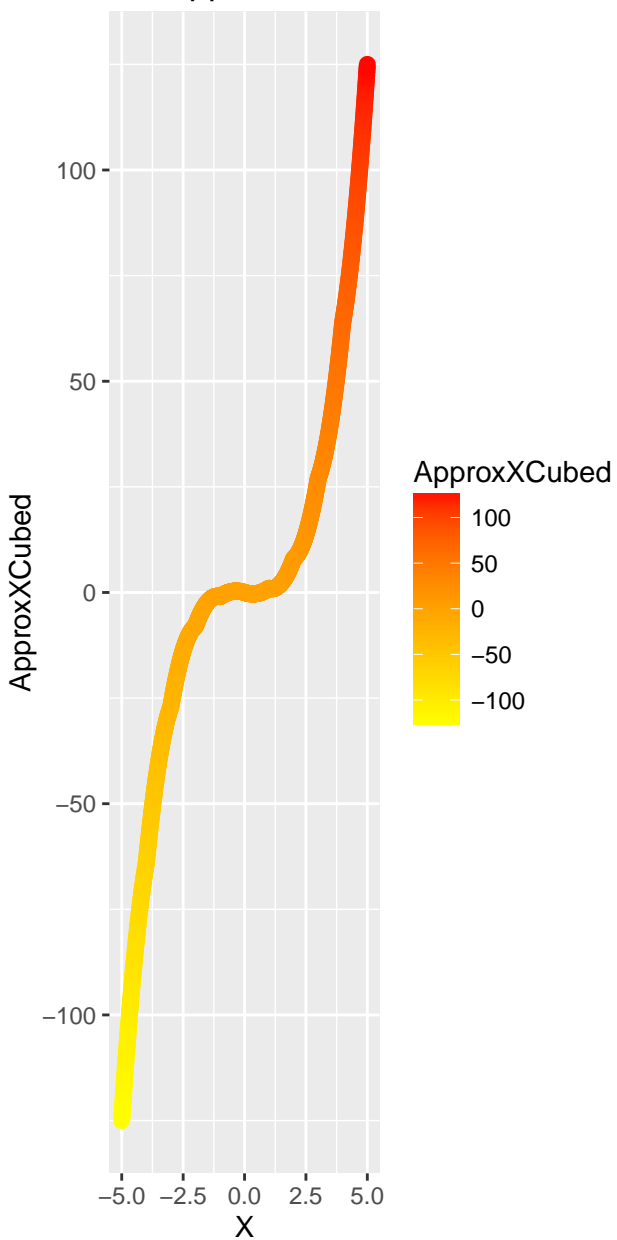


X vs ApproxXCubed



X vs ApproxXCubed

