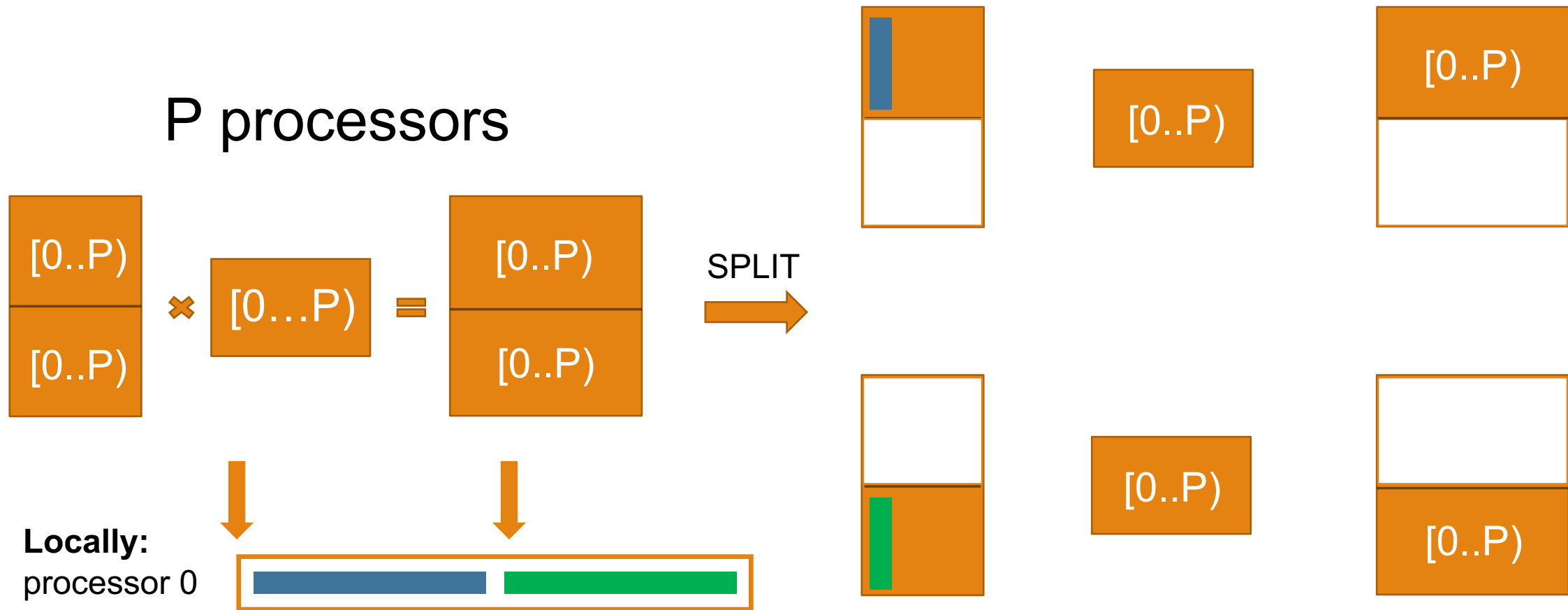


Sequential Step: Closer Look



no communication, just moving pointers!