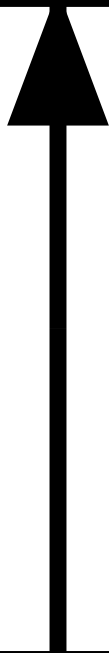


# Entity



# Wall