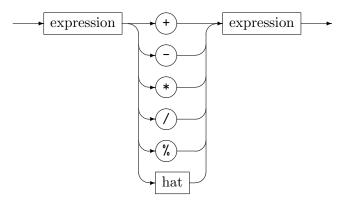
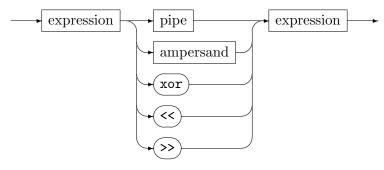
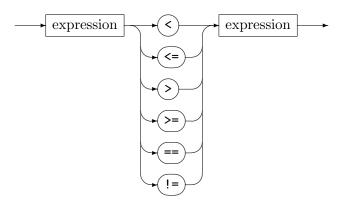
math



bitwise



comparison



delay

