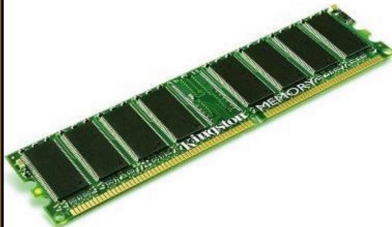


**1 bit**



**Resource – Memory**

1bit