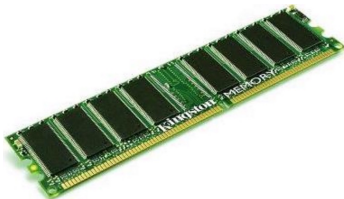


1 bit



Memory