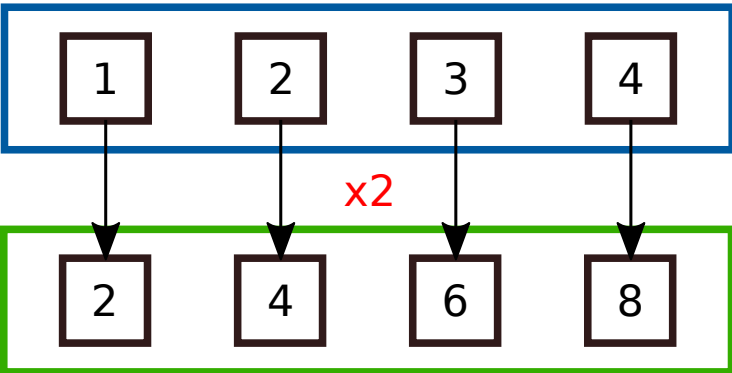


input range



output range

operator:

```
int operator()(int i){  
    return 2*i;  
}
```