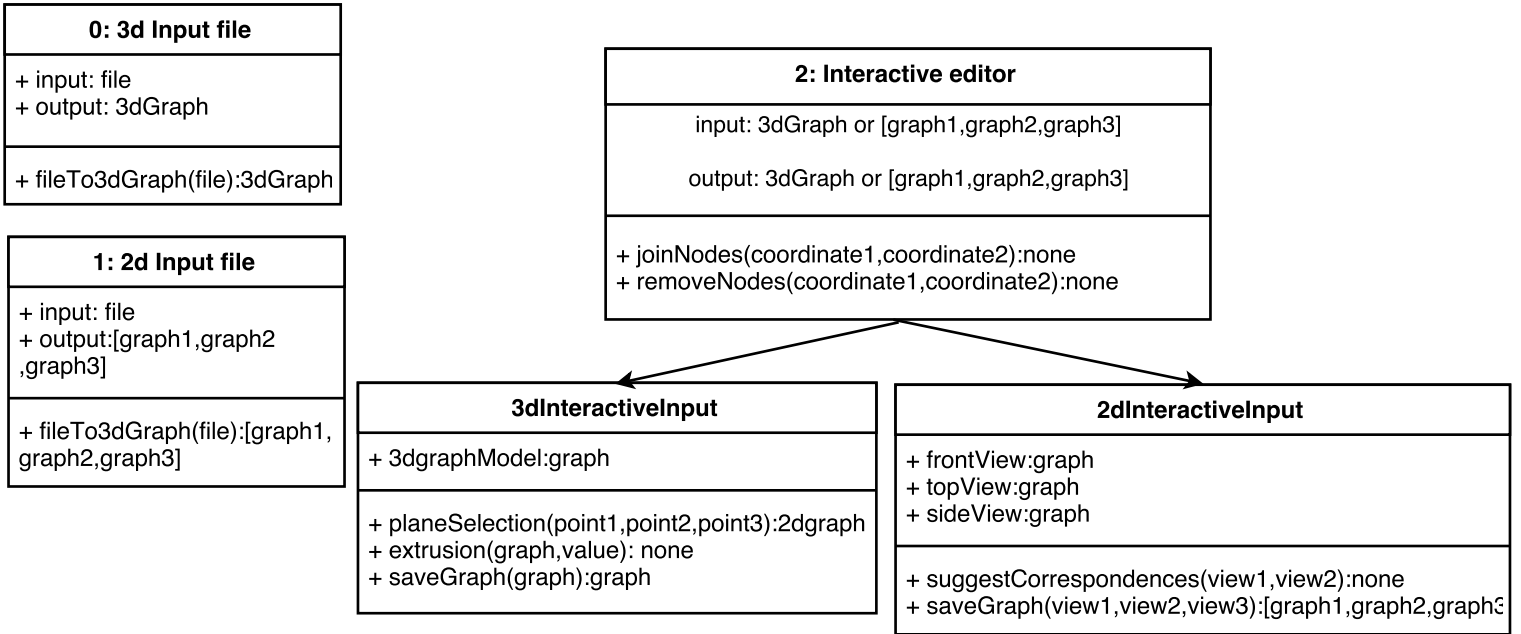


# Input



# 2D Processing

