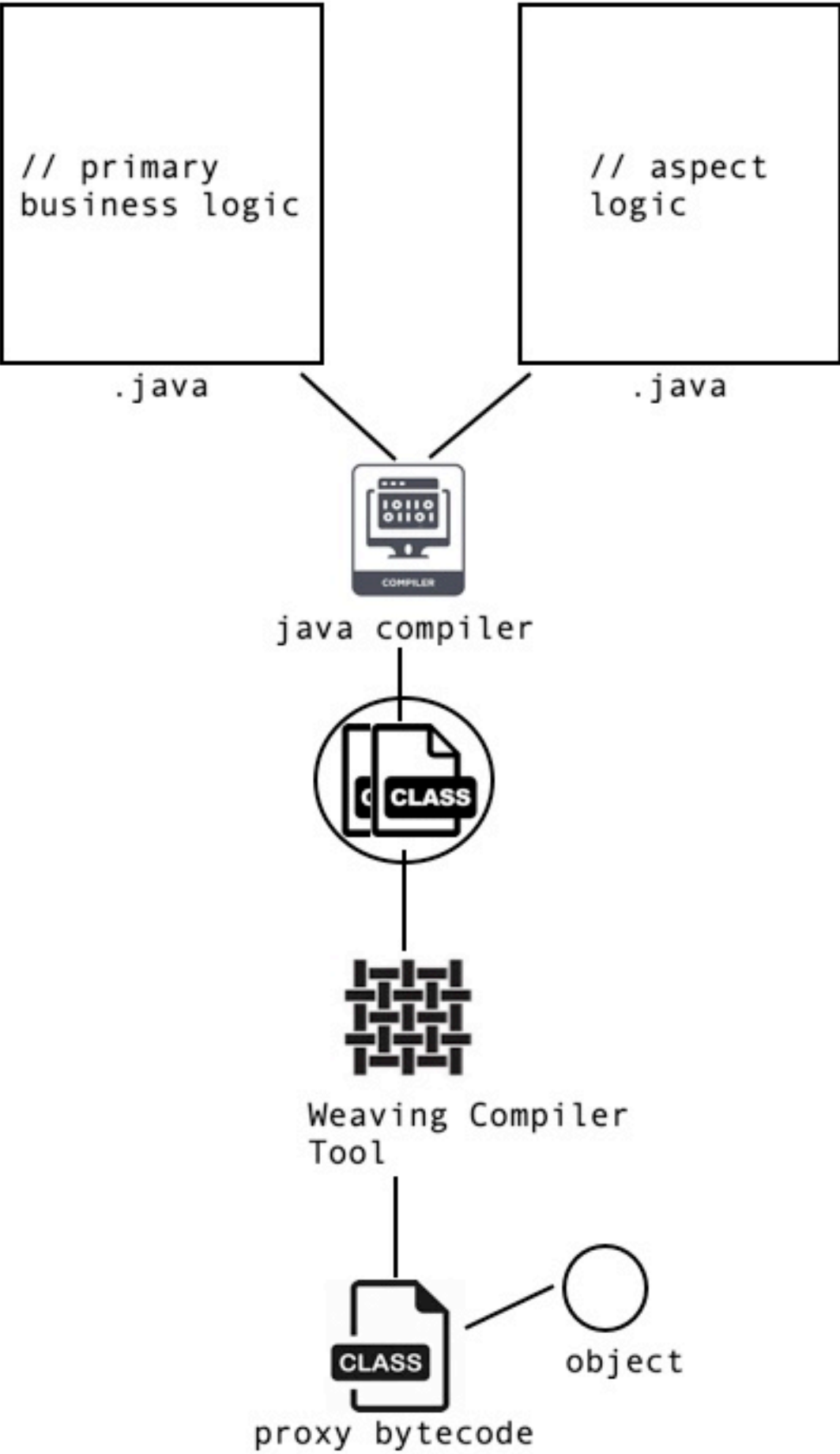


Compile-Time Weaving



Runtime Weaving

