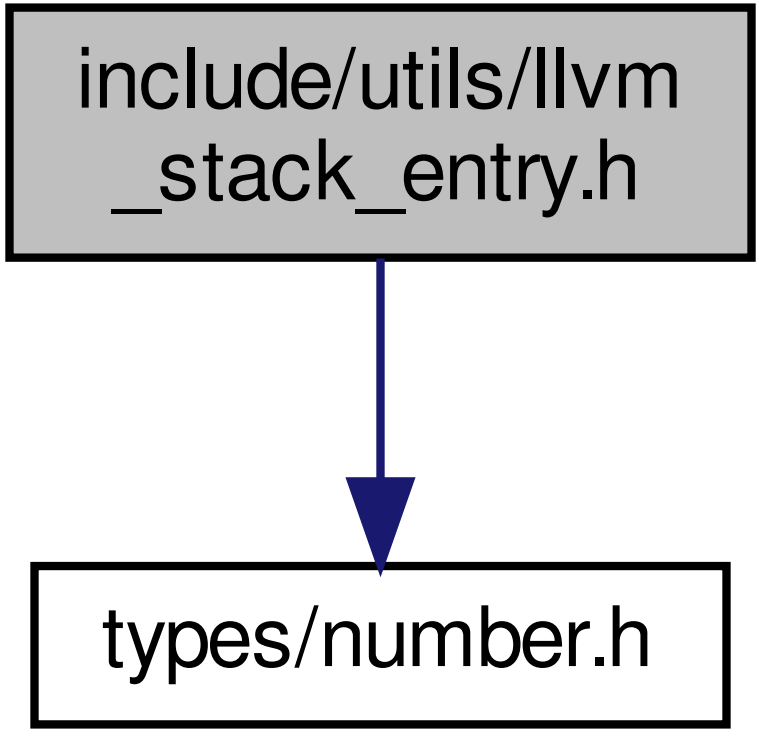
include/utils/llvm
_stack_entry.h
types/number.h