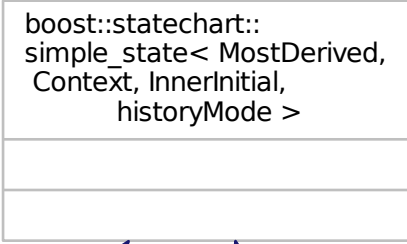
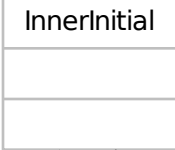


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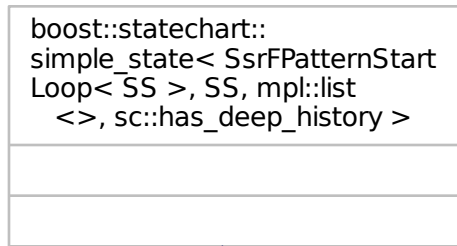


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+finishStateThrown

+smacc_inner_type

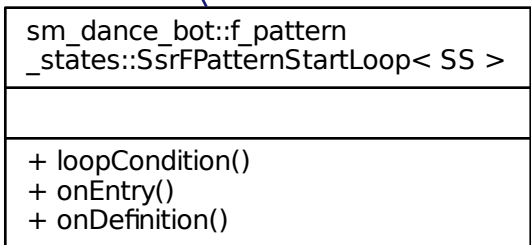
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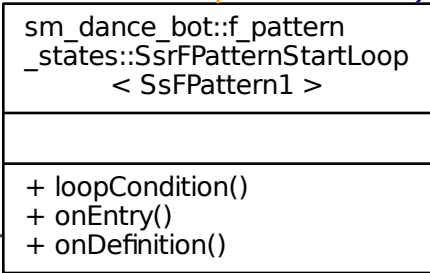
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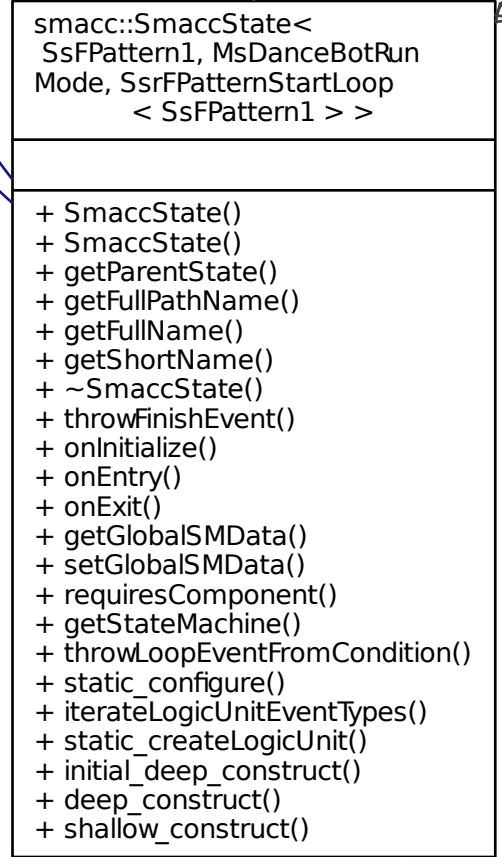
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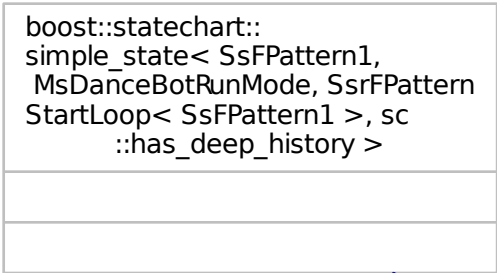
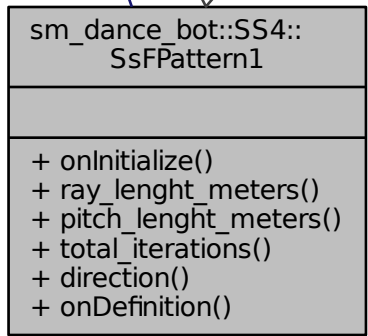
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+smacc_inner_type



+iteration_count



+finishStateThrown

+finishStateThrown