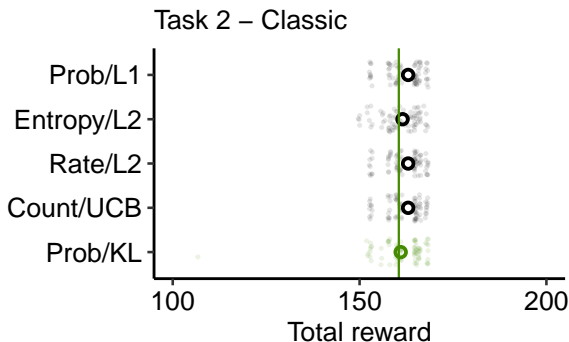


# Alternate memory/distance

a.



b.

