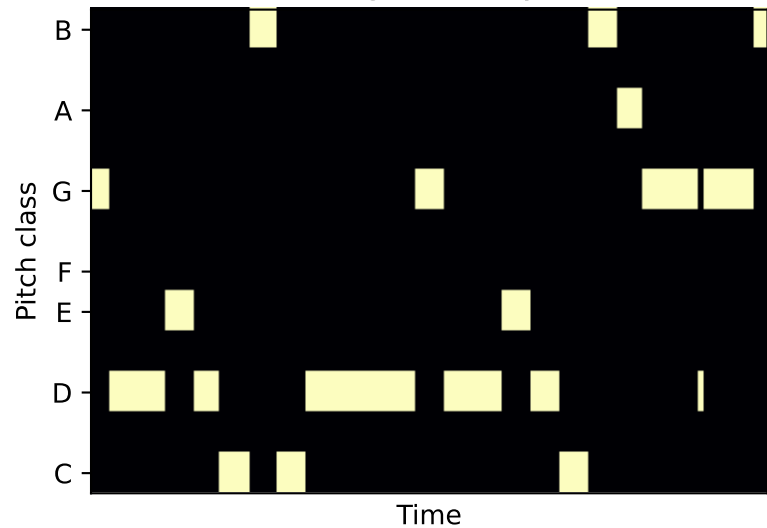


# Target Melody



# Generated Melody

