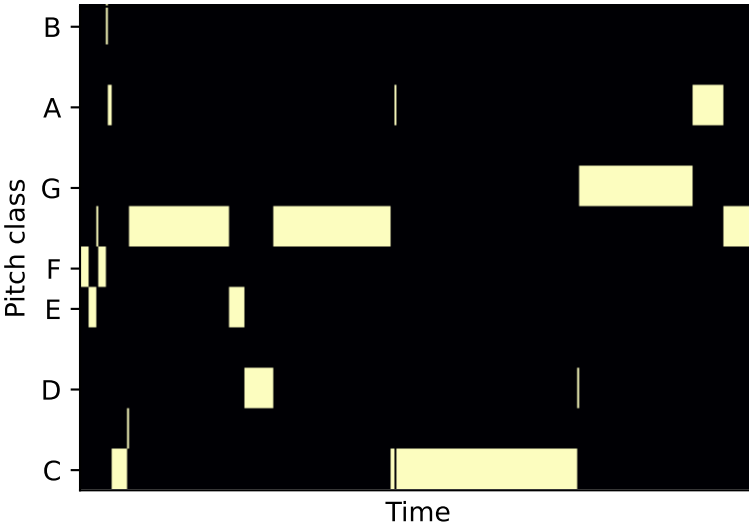


Target Melody



Generated Melody

