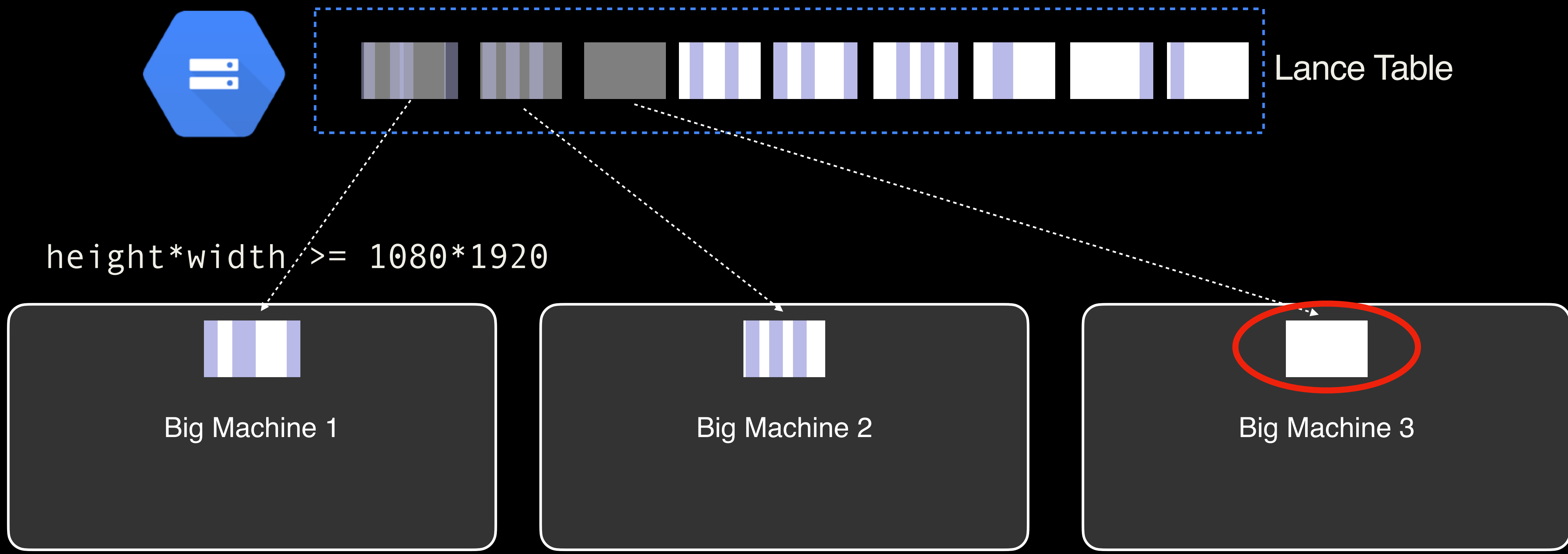


Lance Fragment Partitioning





Choose your pointers wisely