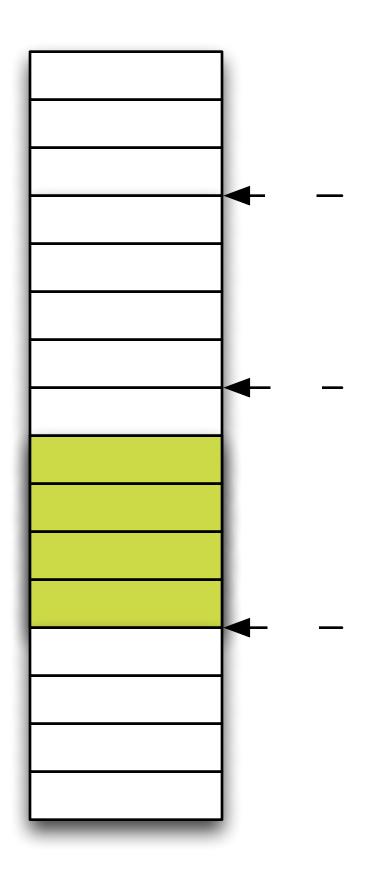


## rotate(f, l, p);



rotate(f, l, p);

