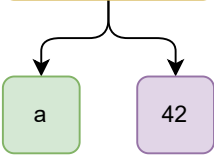
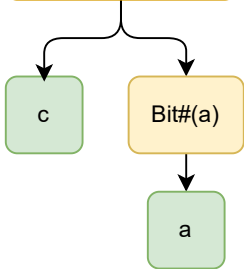


Foo#(a,42)



c boo(Bit#(a) arg)



type identifier (function)

type identifier (normal)

variable

value