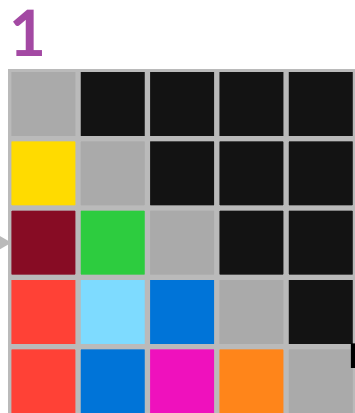
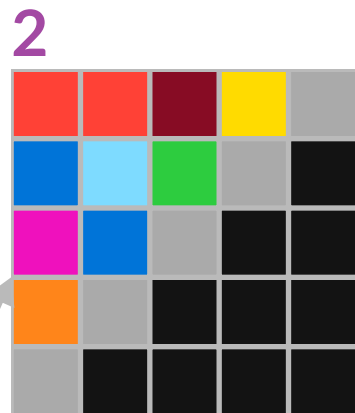


start

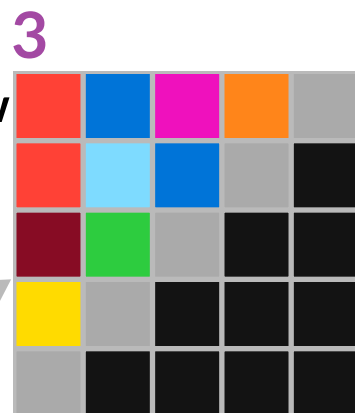


rotate_cw



flip_h

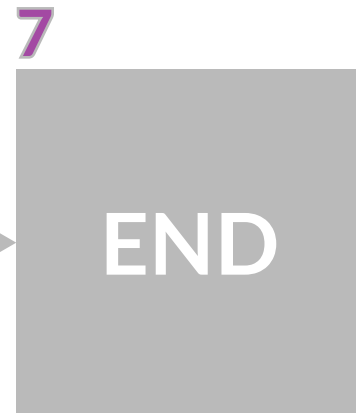
flip_v



rotate_cw



end

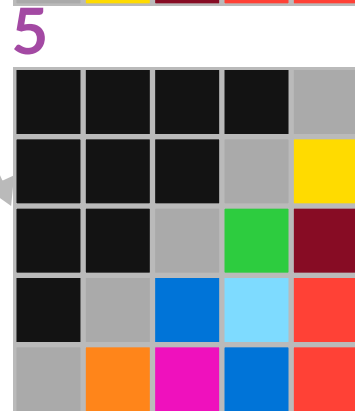


rotate_ccw



flip_v

flip_h



rotate_ccw