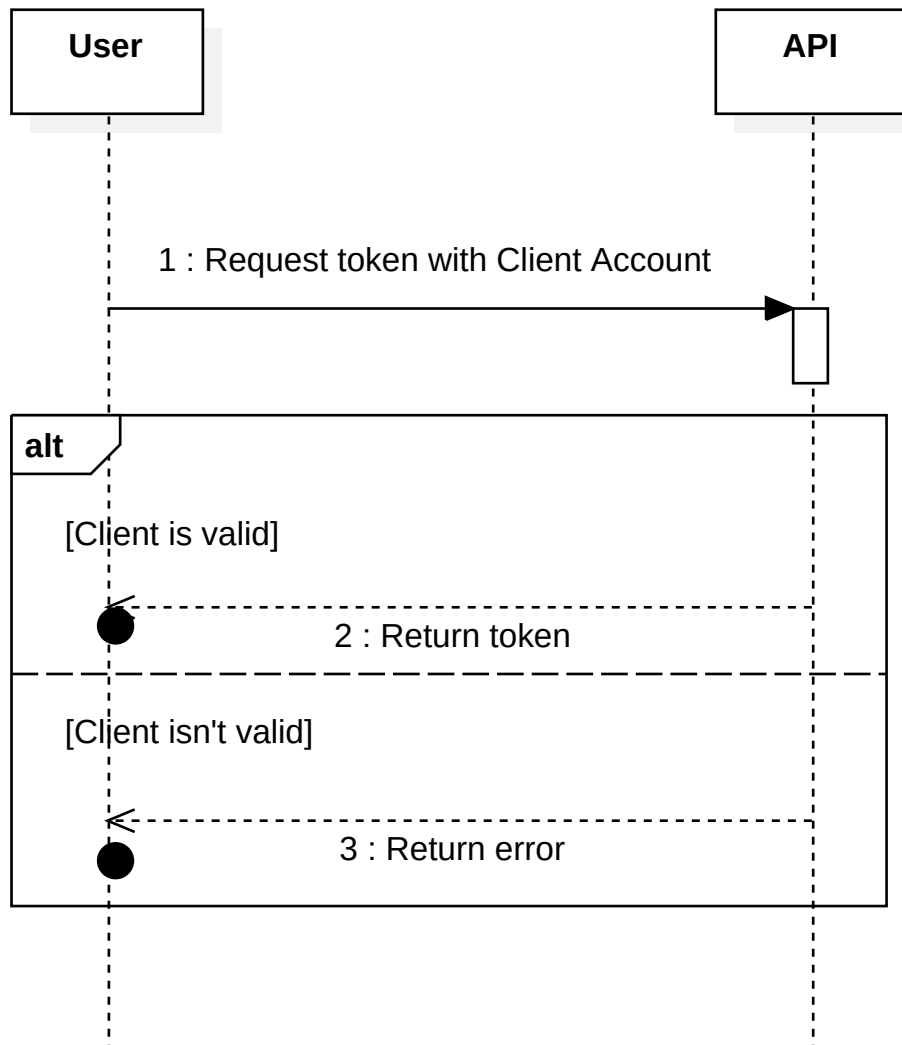


interaction SequenceGetToken

interaction SequenceEndPoint

