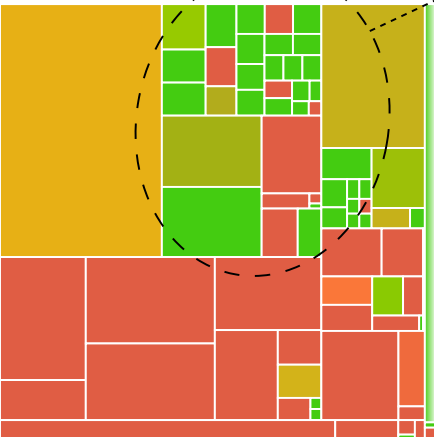


Approximate area of the source files associated with the core of the ZeroMate emulator



High code coverage (100%)

Low code coverage (0%)