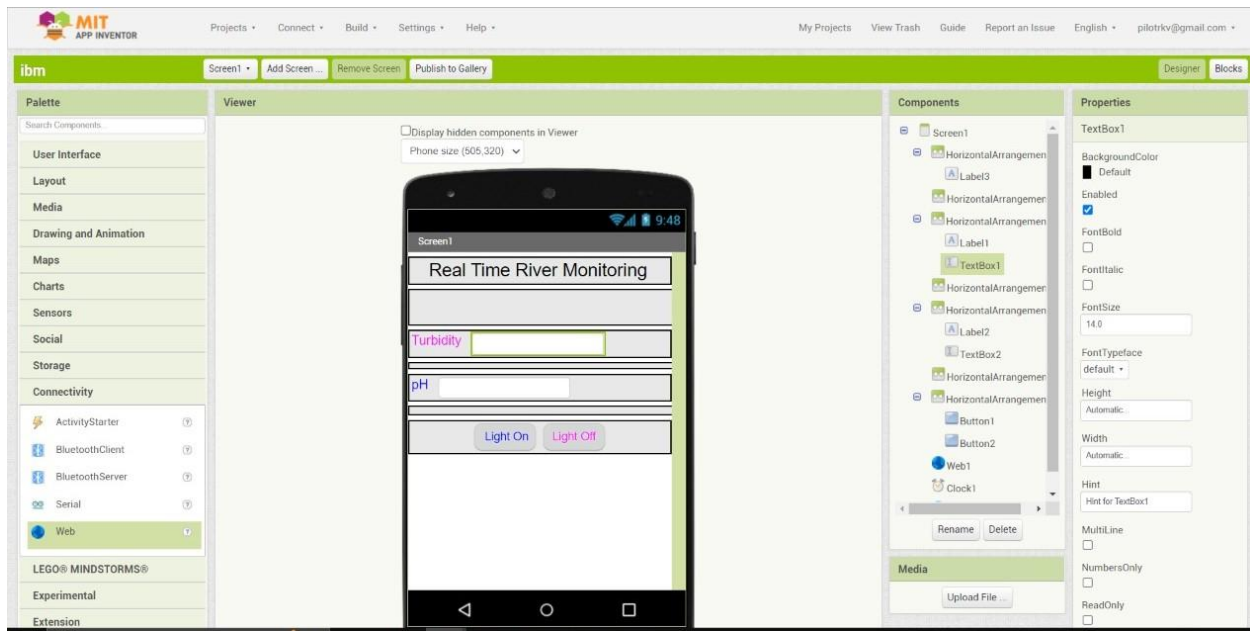


# INTERFACE:



# LOGIC BLOCK:

