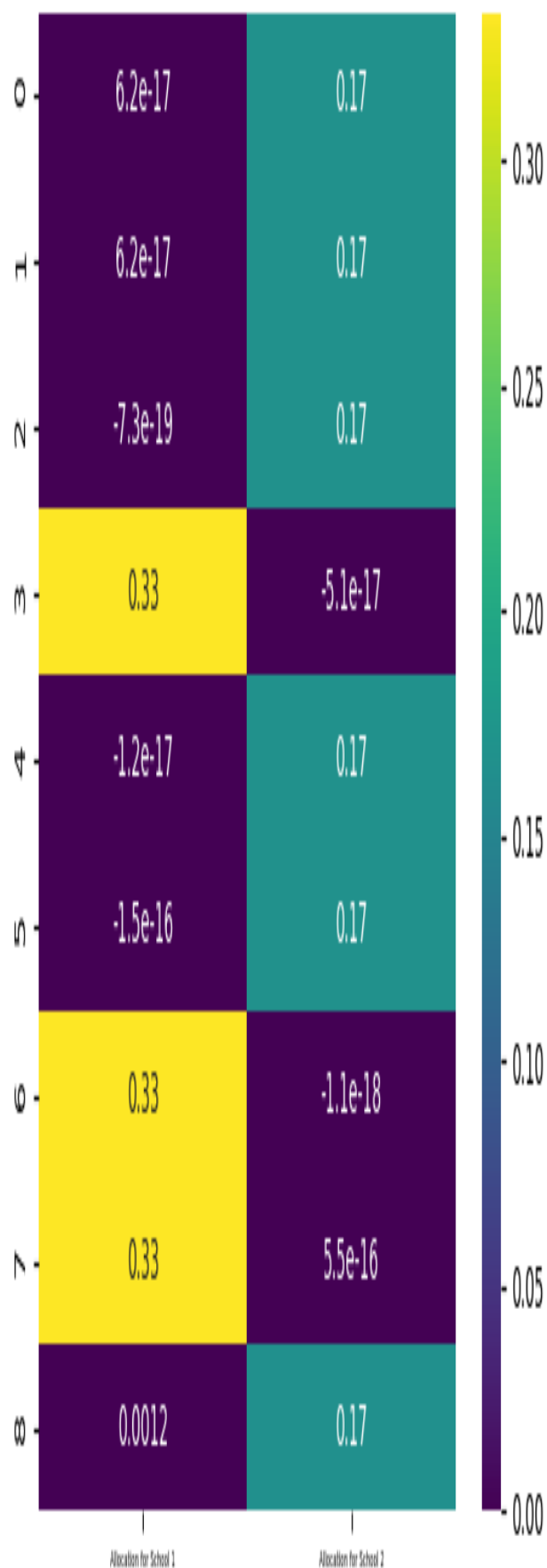


allocations



types

