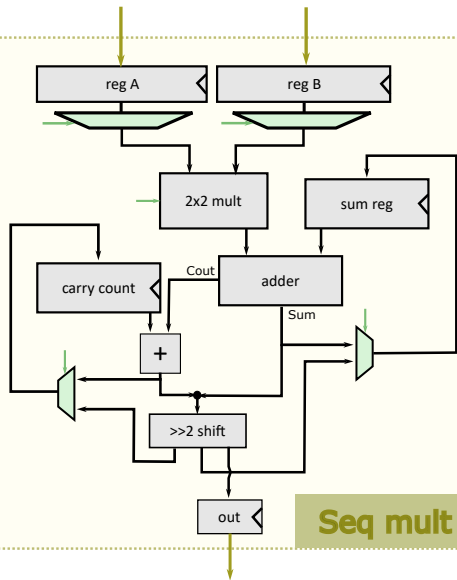


# Control logic



Seq mult

