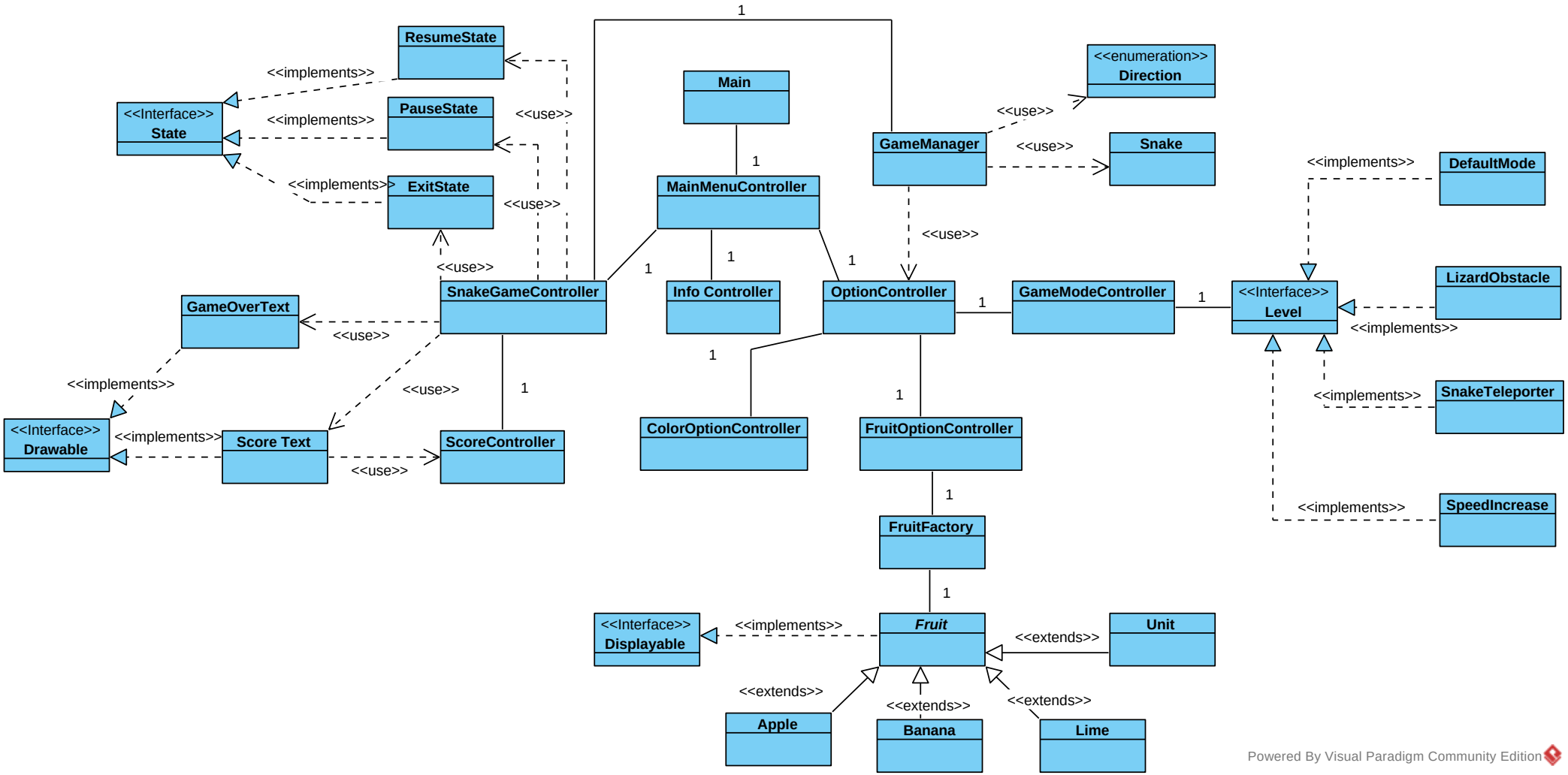
ResumeState
<<Interface>>
State
PauseState
ExitState
<<implements>>
<<implements>>
<<implements>>
<<use>>
<<use>>
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