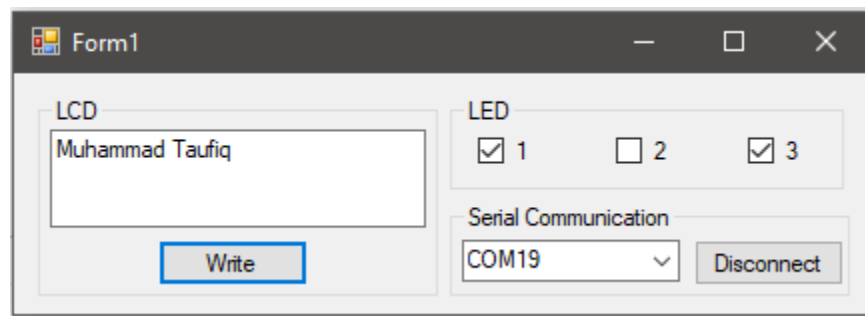


# Looks when the program executed:



# Hardware looks like:

