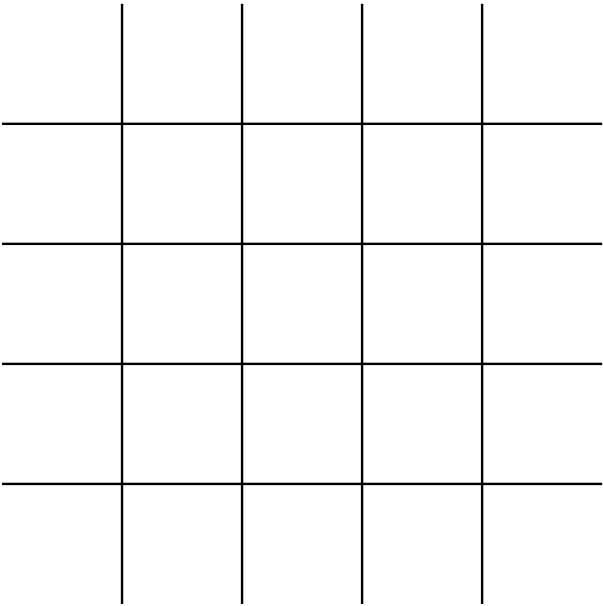


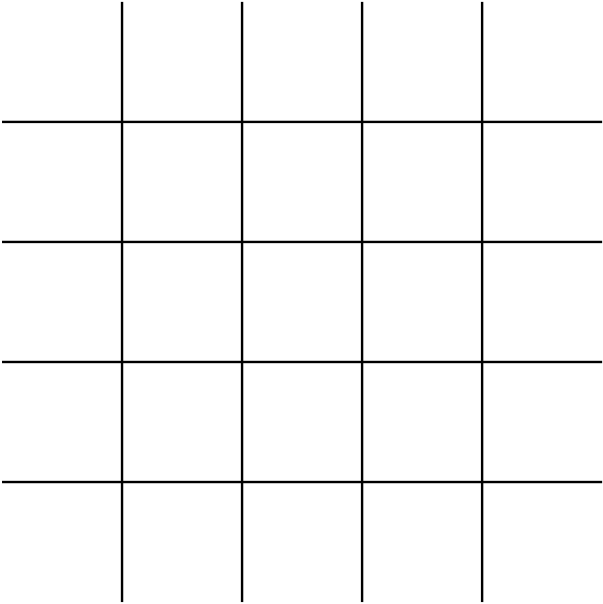
# Resources reachable and not reachable

Example Image1



Example Image2 not reachable

Example Object1



Example Object2 not reachable