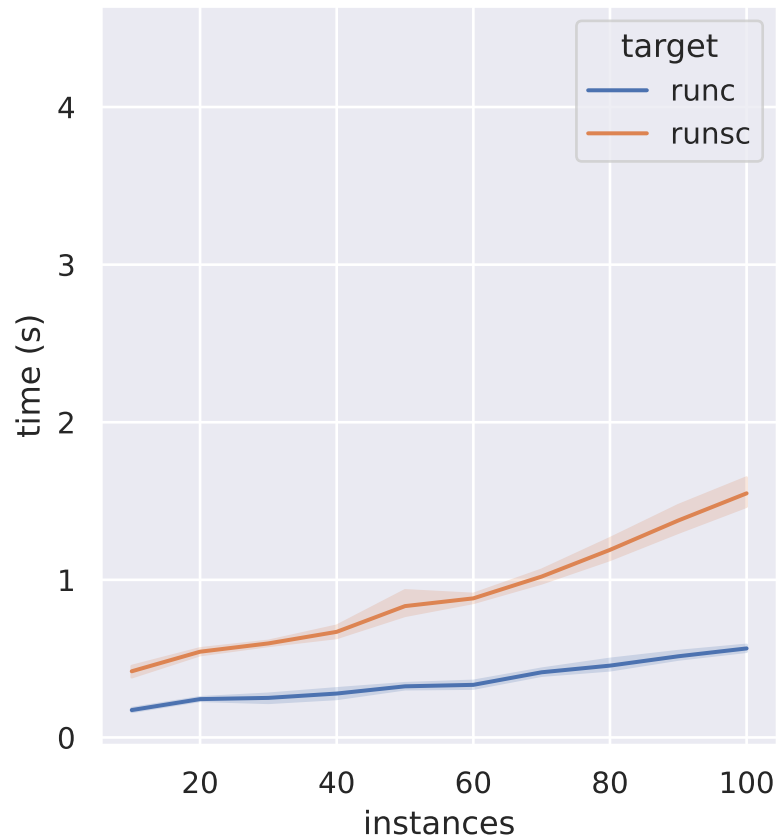


language = go



language = node

