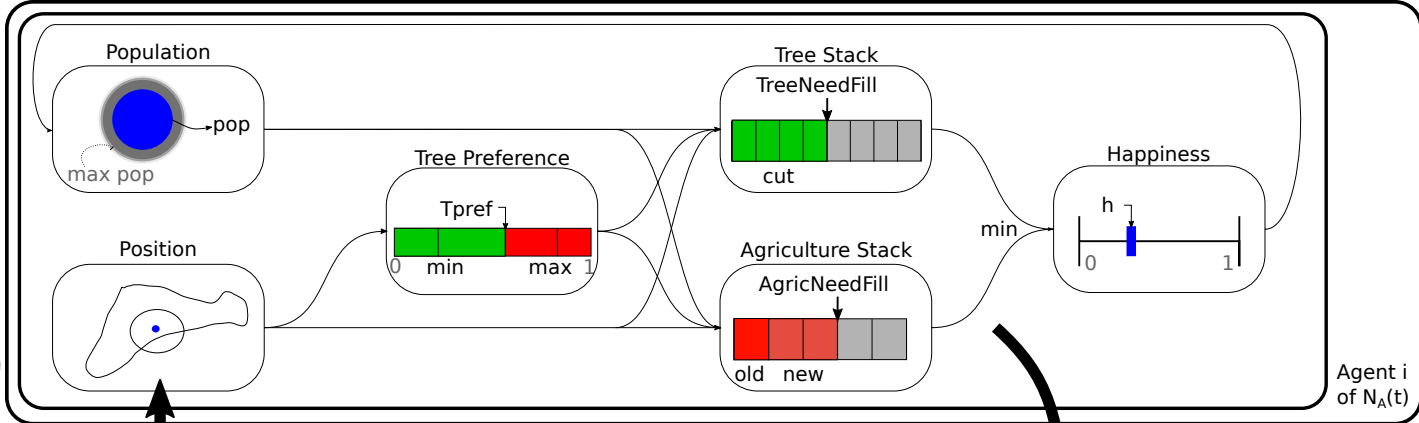


Agents (t)



Environment (t)

