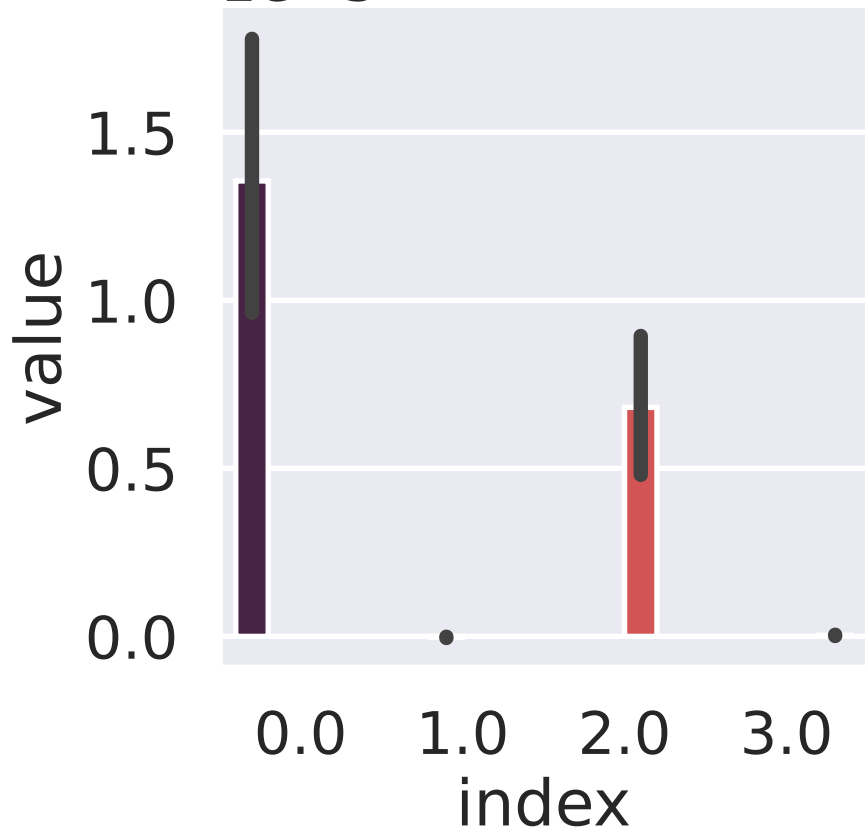


1e-5 PC = False



PC = True

