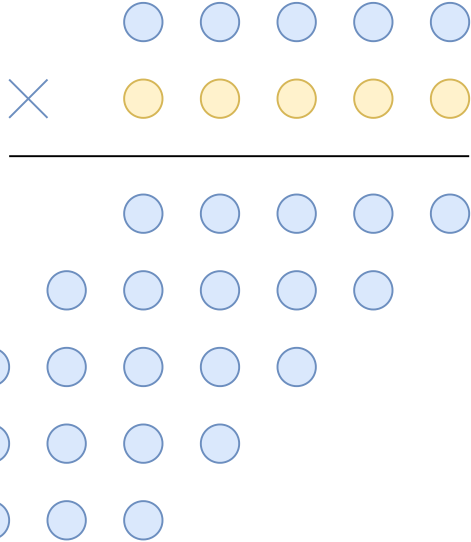
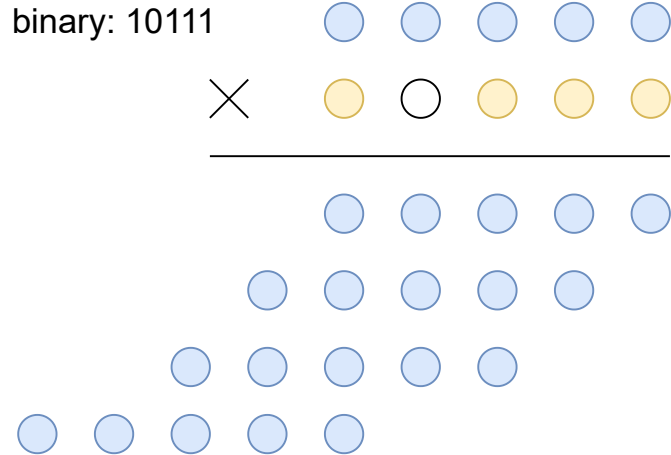


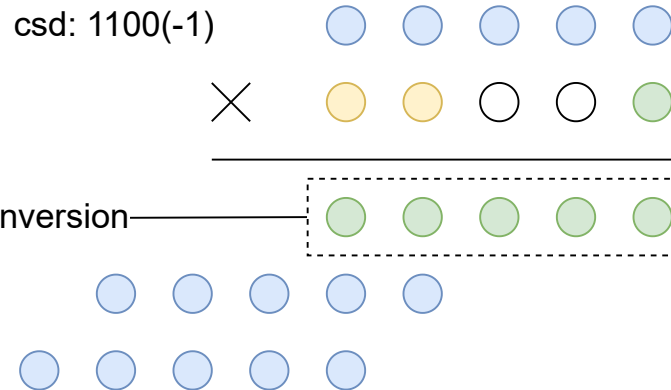
full: ?????



binary: 10111



csd: 1100(-1)



compensation ←

-1



← inversion

