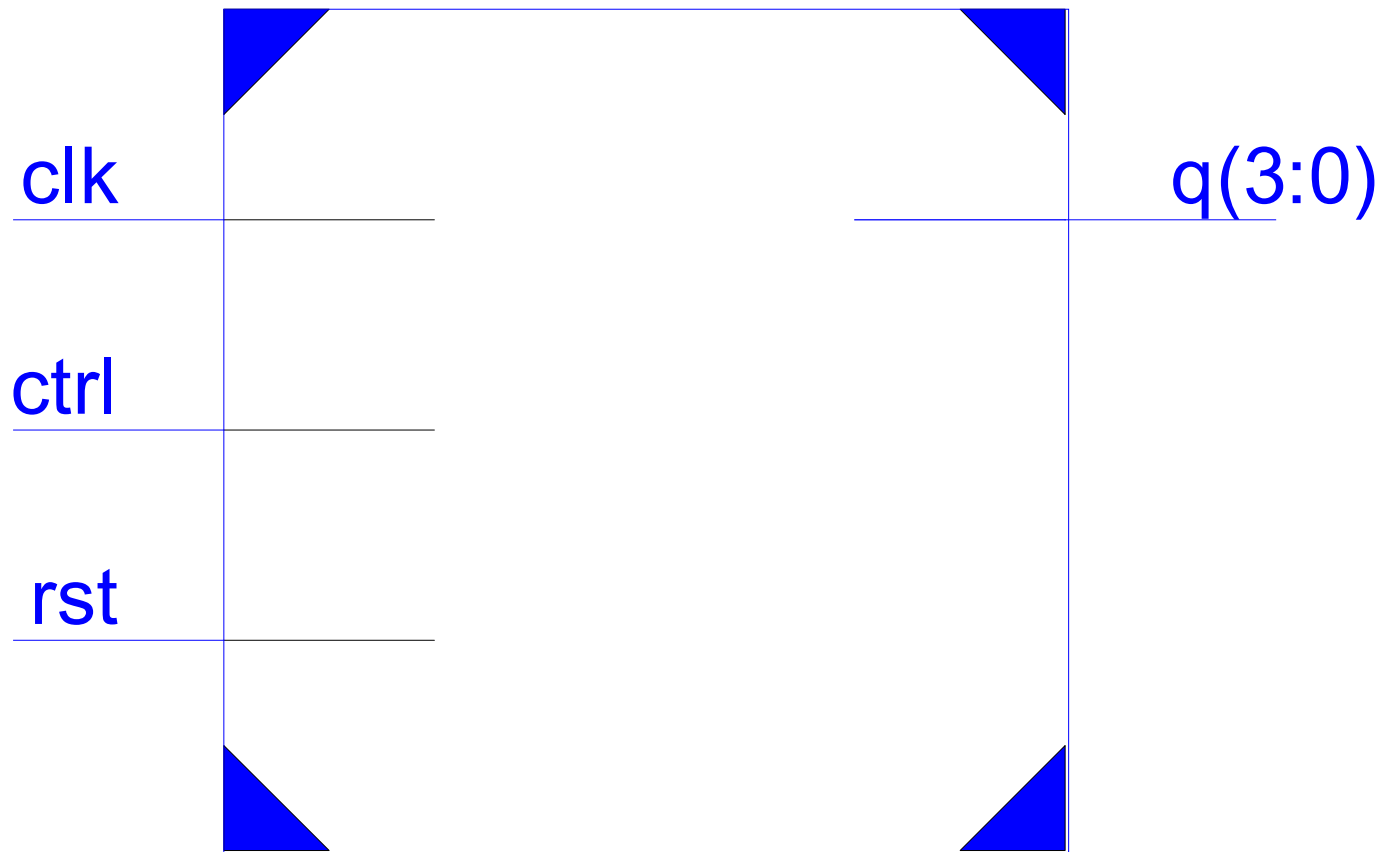


BCD_UpDown_counter



BCD_UpDown_counter