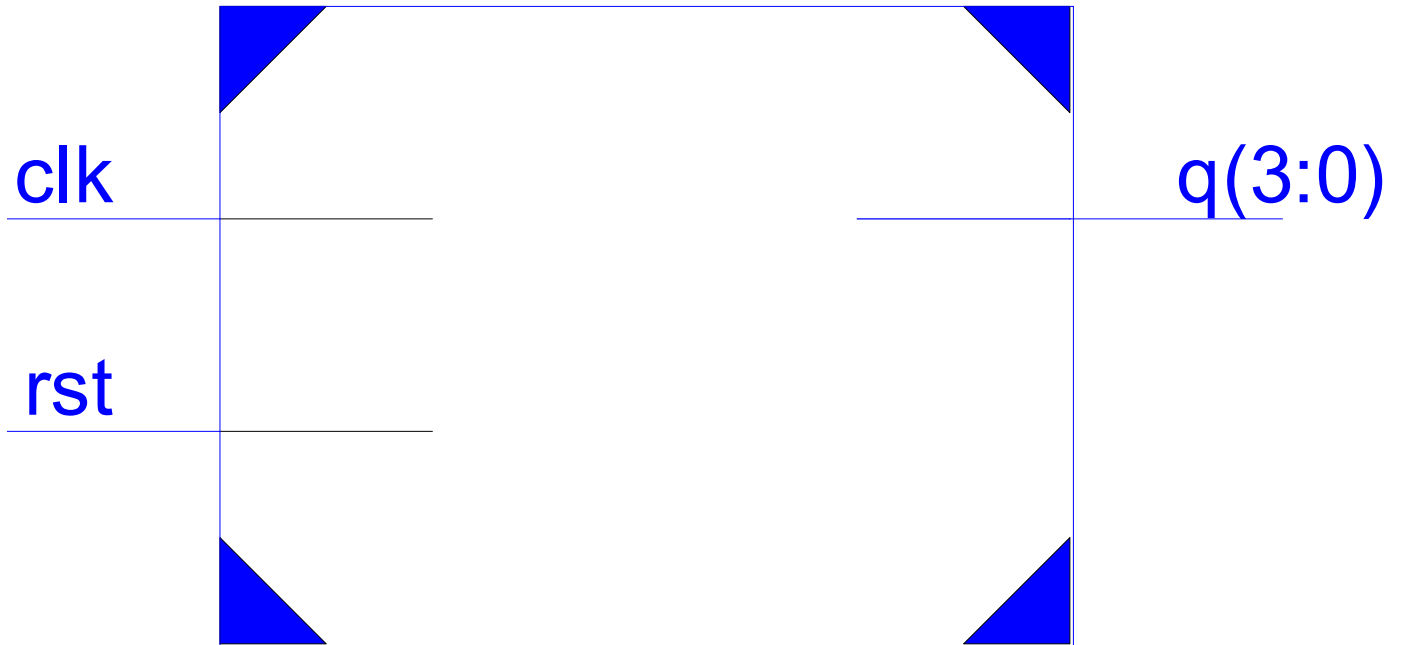


# Binary\_Up\_Counter



# Binary\_Up\_Counter