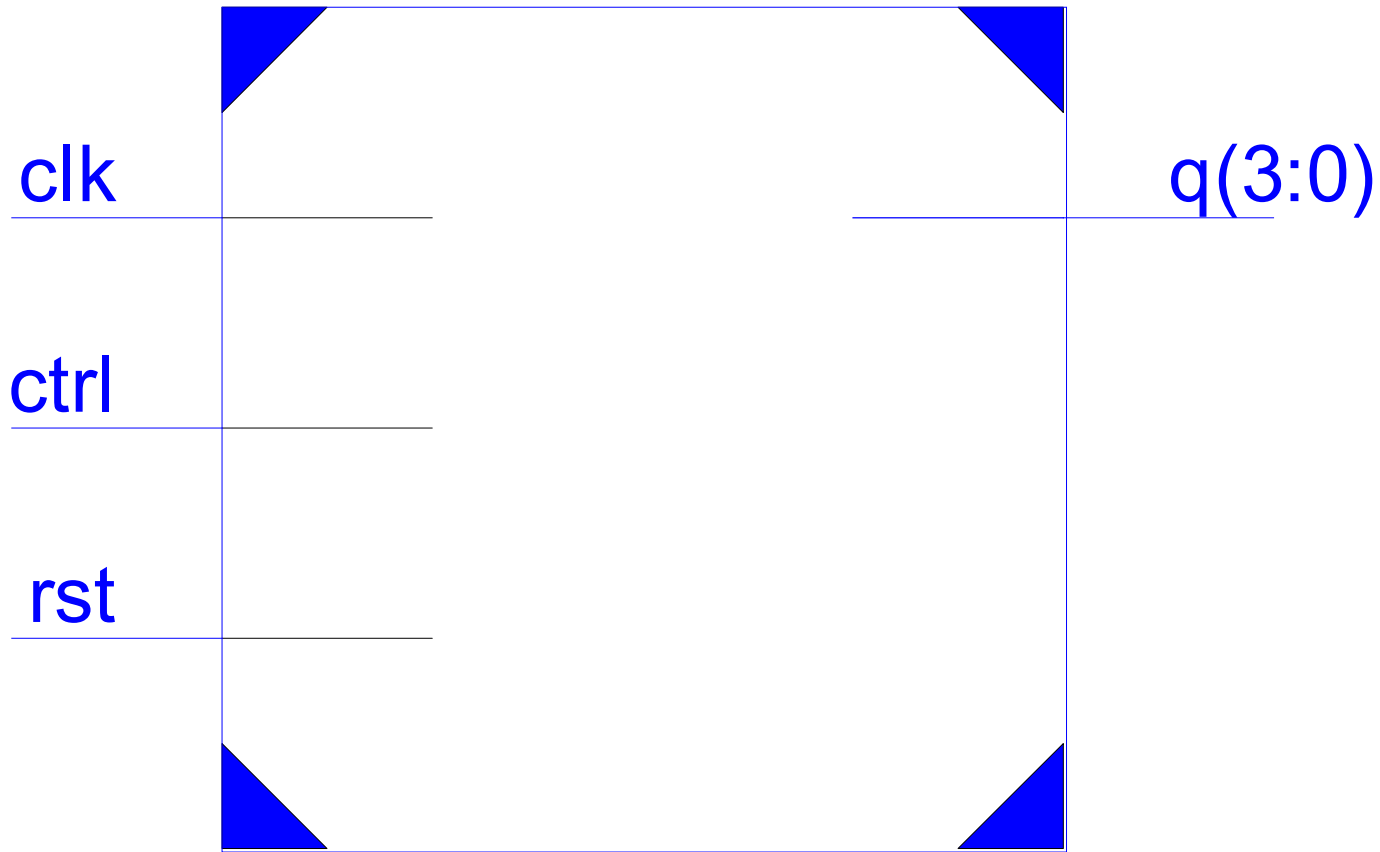


Binary_Up_Down_Counter



Binary_Up_Down_Counter