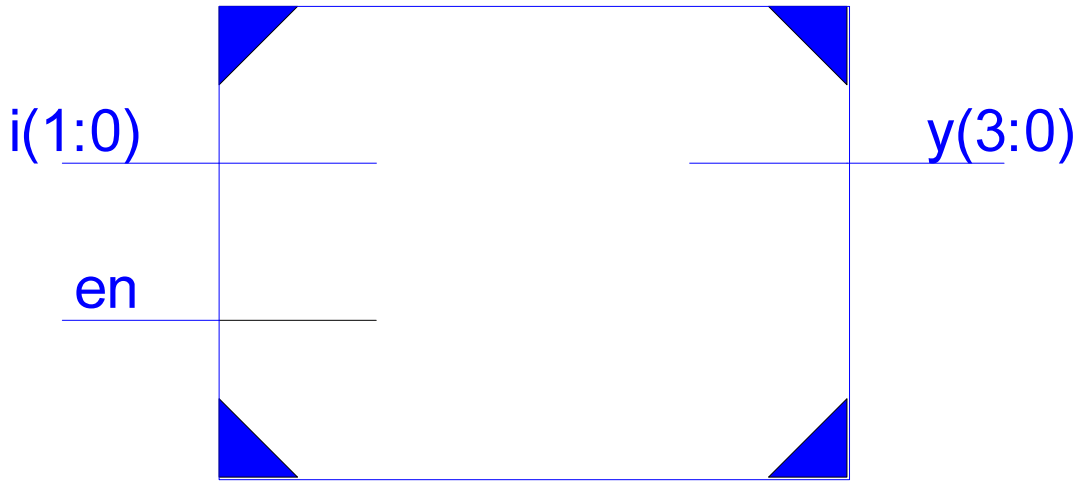


# Decoder\_2to4



# Decoder\_2to4