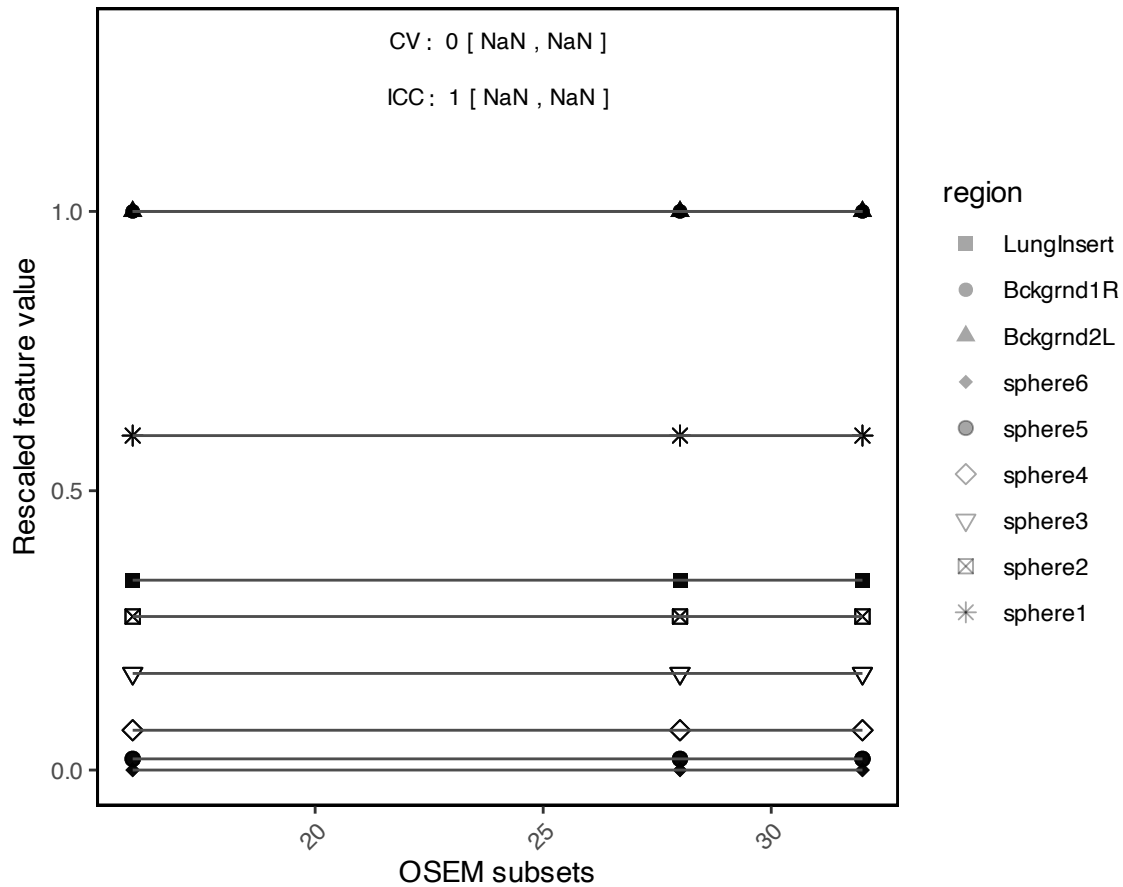


# shape SurfaceArea



Robust