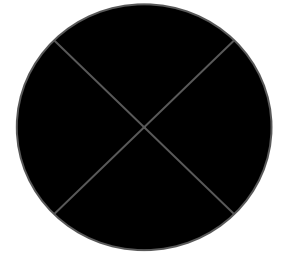
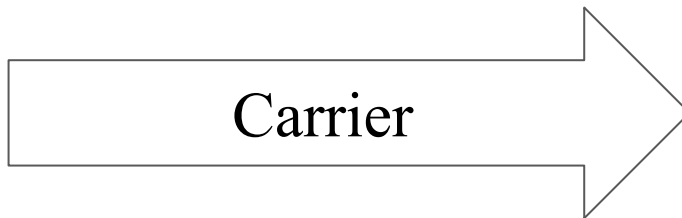
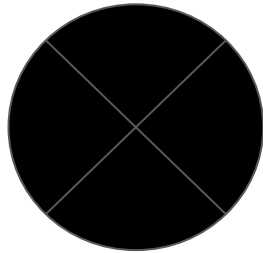
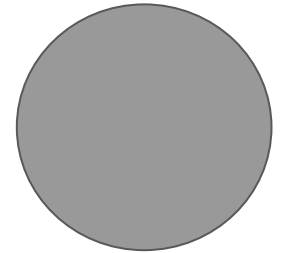
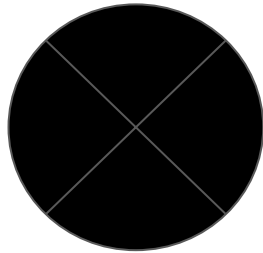
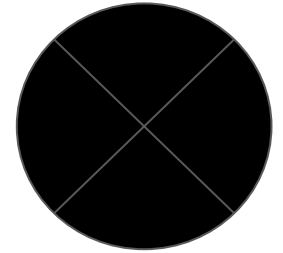
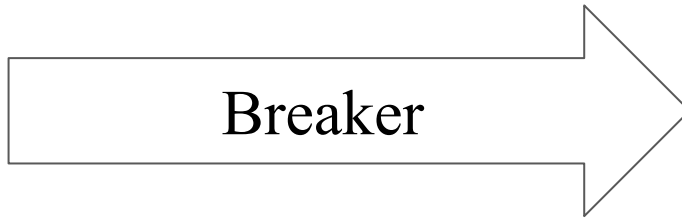
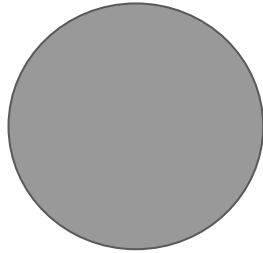
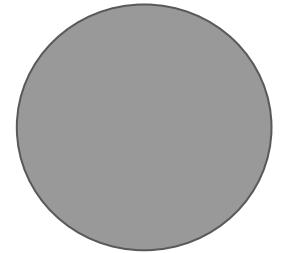
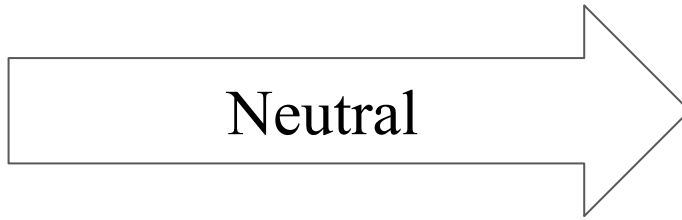
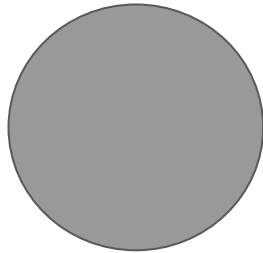


Before

Impact

After



Compilable
(Solid)



Uncompilable
(Broken)