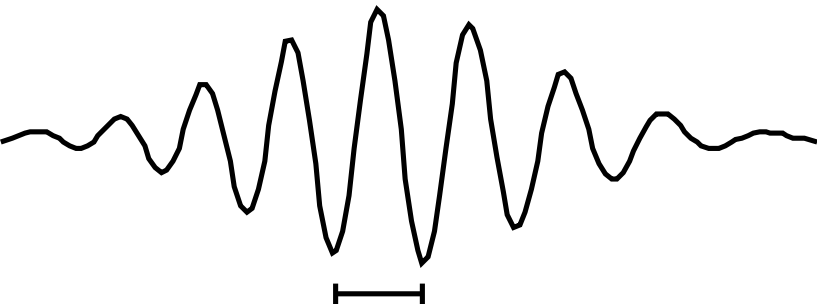


Slower = Longer



Faster = Shorter

