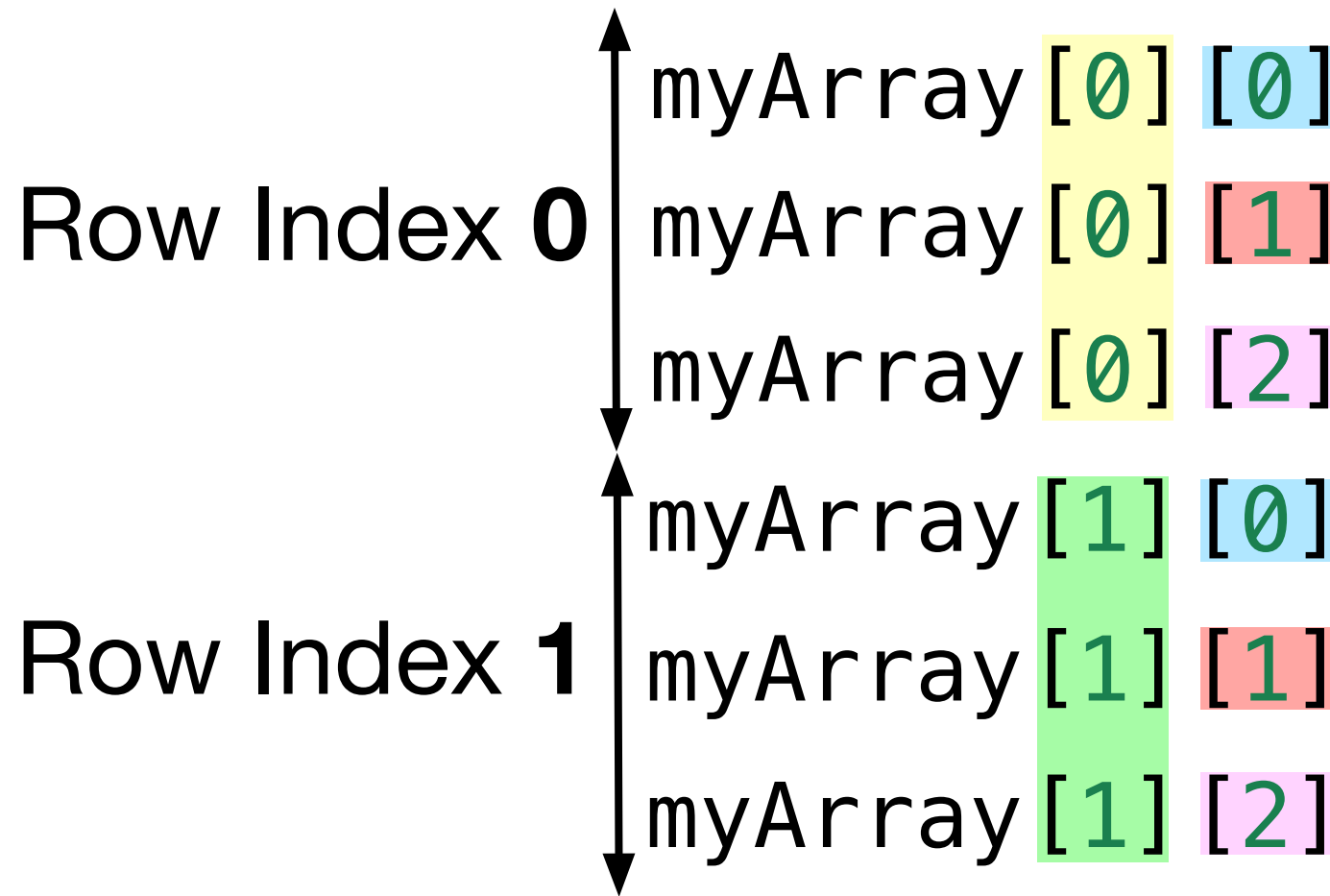


# Main memory



1
2
3
4
5
6