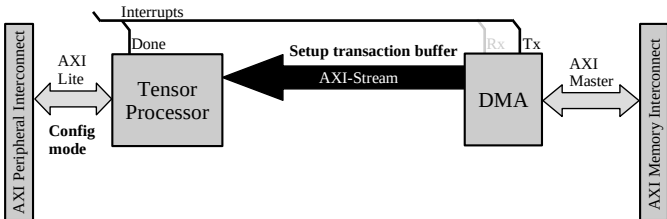


## a) Setup



## a) Compute

