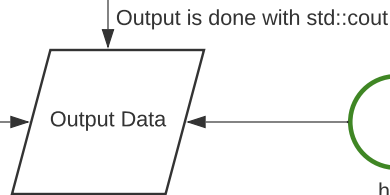
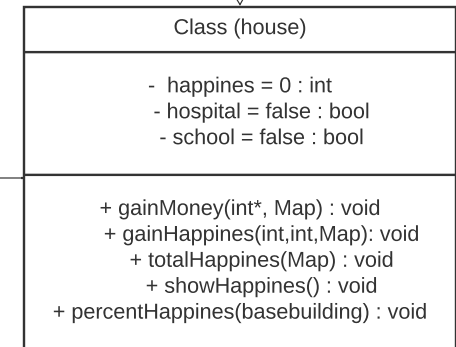
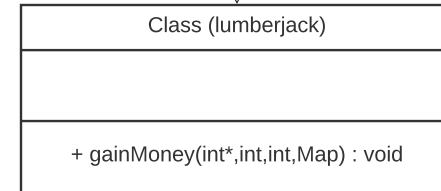
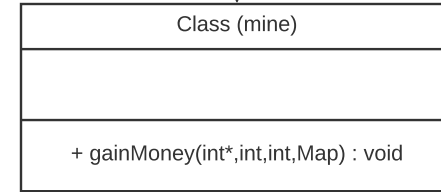
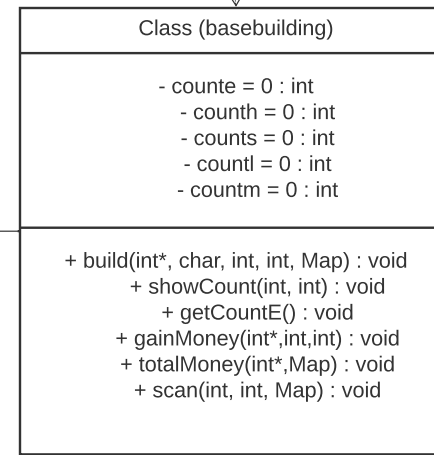
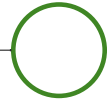
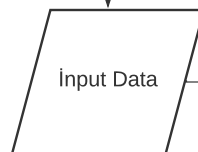
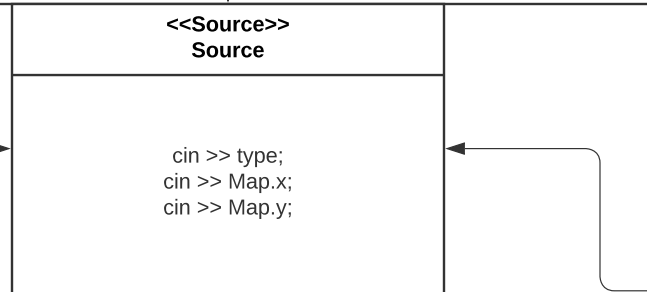


Map1

Friend



loop



Output is done with std::cout

