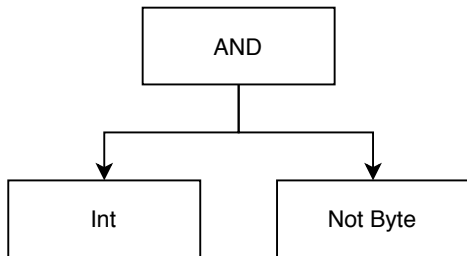


Int and not Byte



Int

Int

Type_1 and (type_2 or type_3)

