

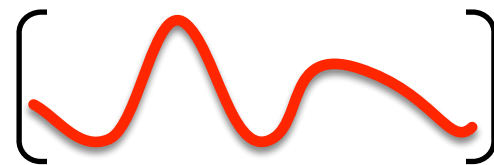
Class (c)



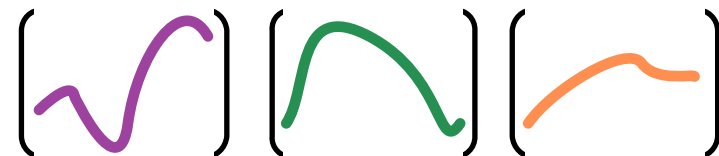
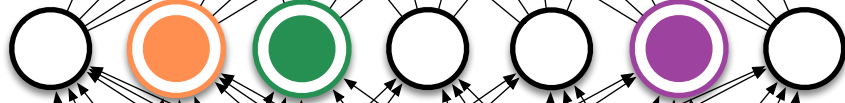
Bouncing



Hidden (h)



Hidden (h)



Input (x)

