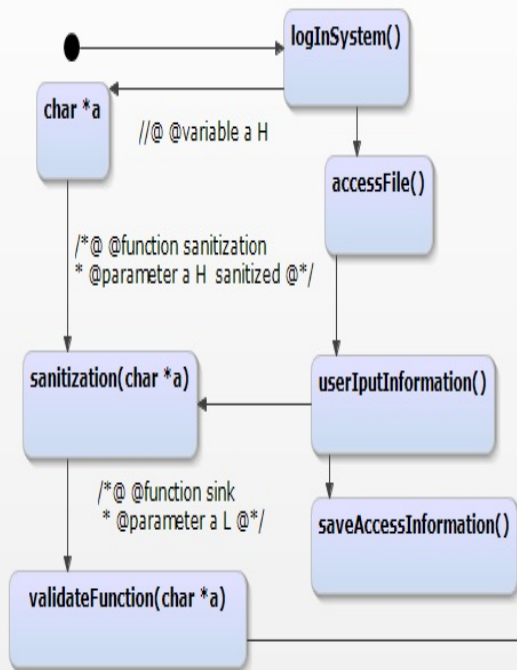


good\_path()



bad\_path()

