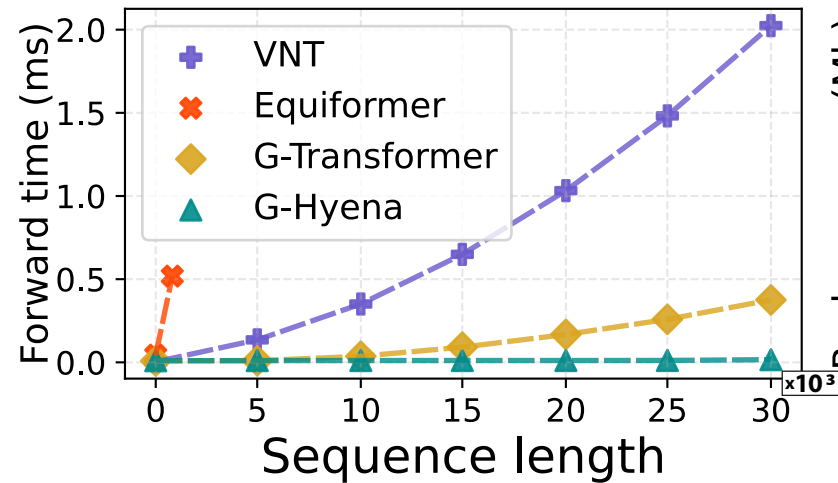


# Runtime



# Memory

