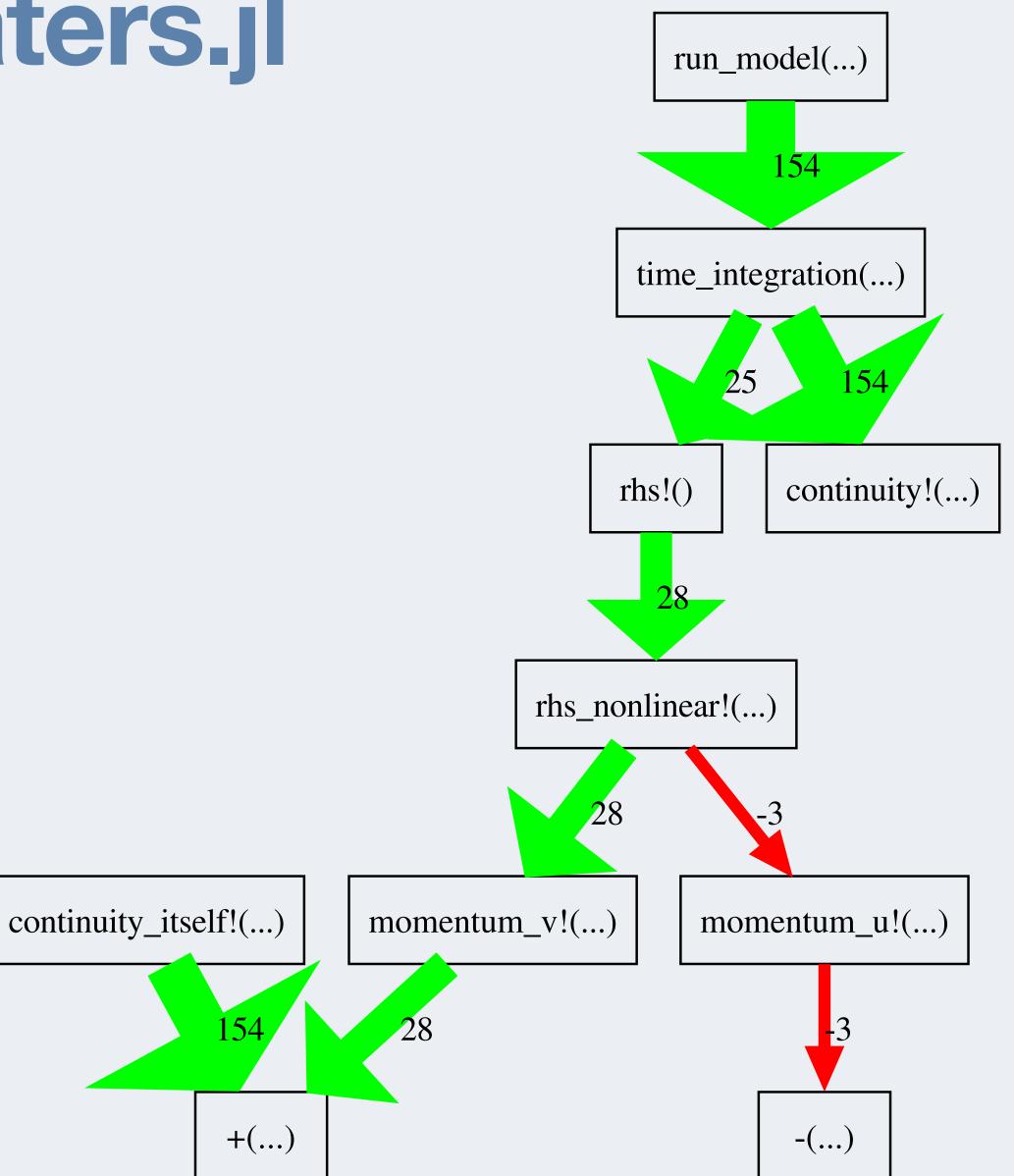
## ShallowWaters.jl CSTG Diff



## Fuzzing