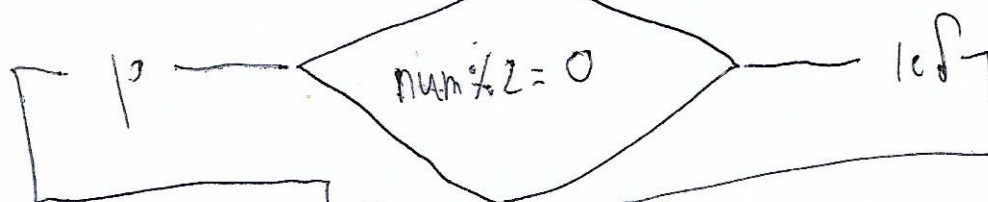


doubleArr, oddArr



Yes

No

stop