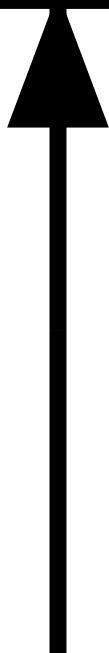


# Entity



# Box