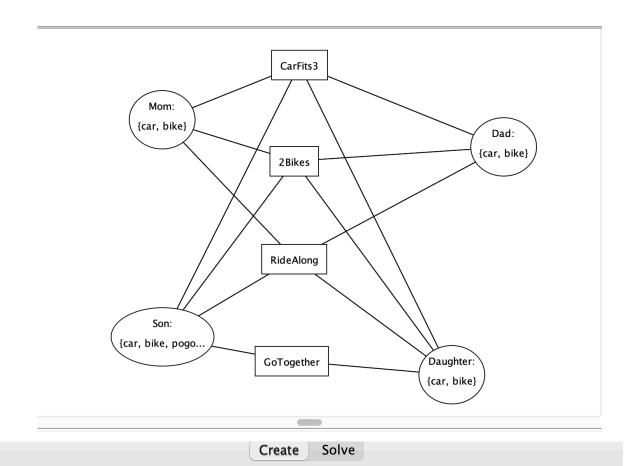
Create Solve

Click the canvas to create a variable.



Click the canvas to create a variable.

