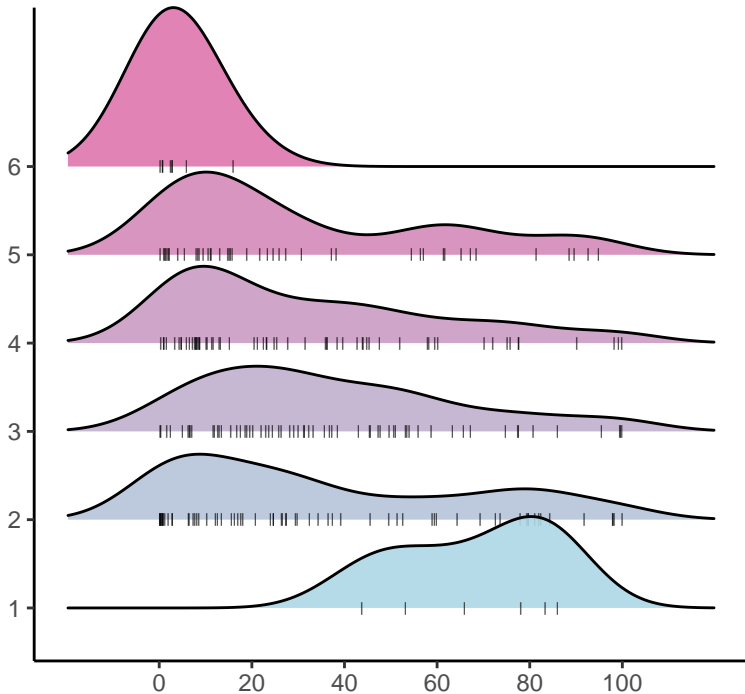


IOS
(inclusion of other scale)



Difficulty