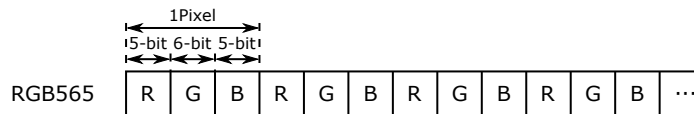
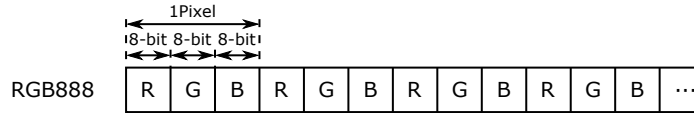
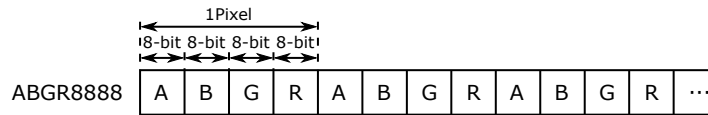
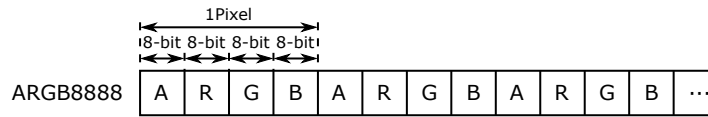
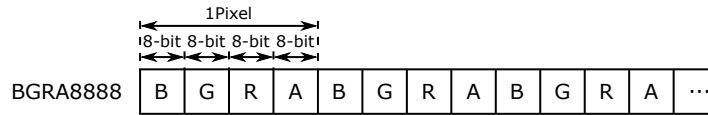
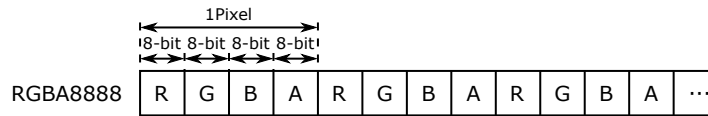


Memory



Address