

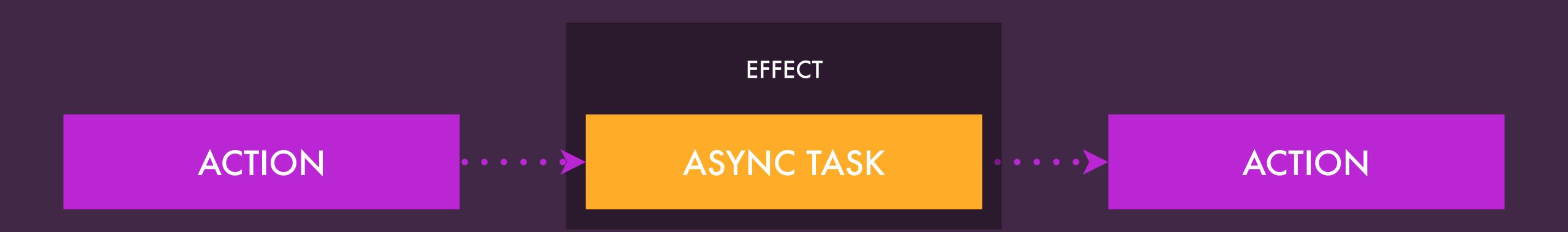
## EFFECT







## **EFFECTS**



Use effects as task handlers