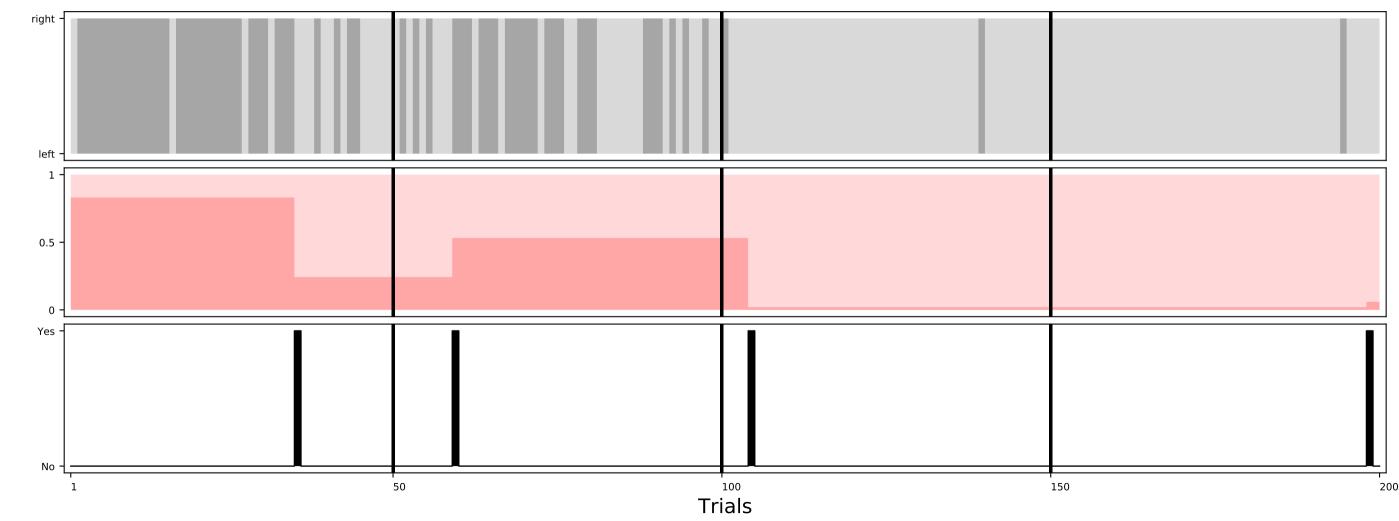
## Random-length block design



Target Direction

**Probability** 

Switch