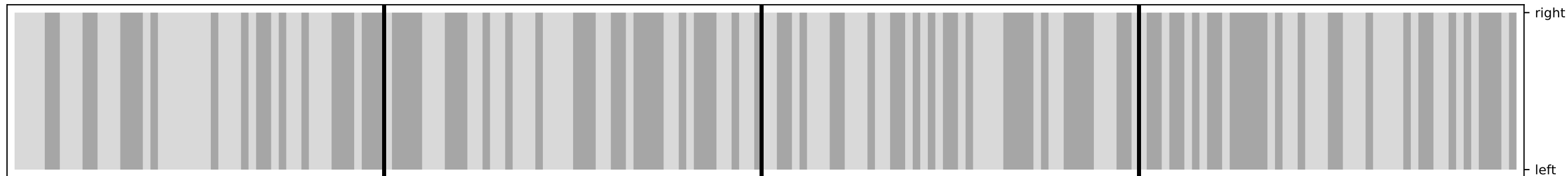
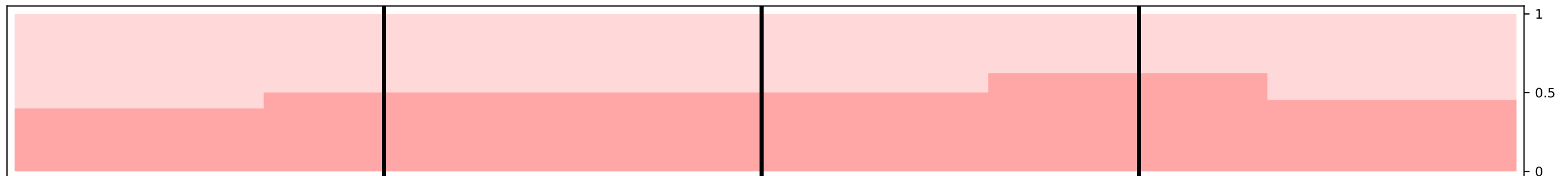


# Random-length block design

Target Direction



Probability



Switch

