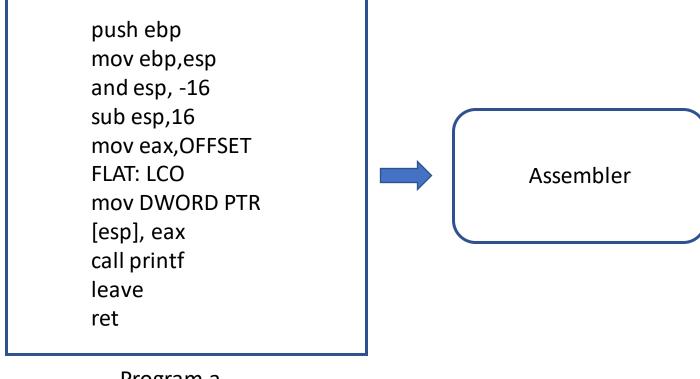


(Assembly code)



Program.a (Assembly code)

Program.o (Object code)

