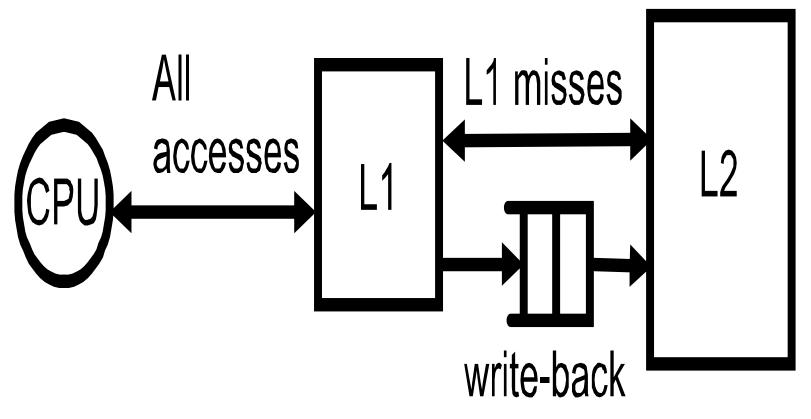
## **Write Back**



buffer(block address and data)