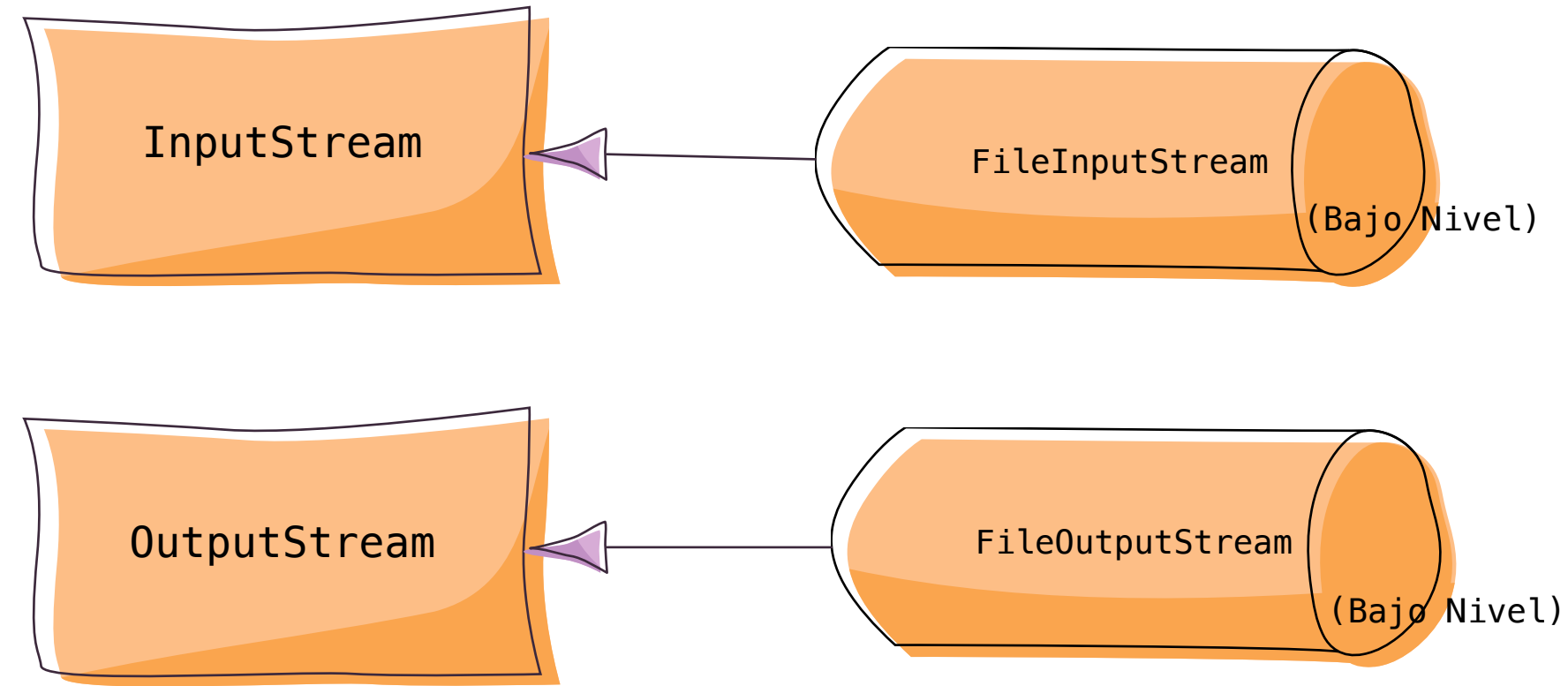


## Bytes



## Character

