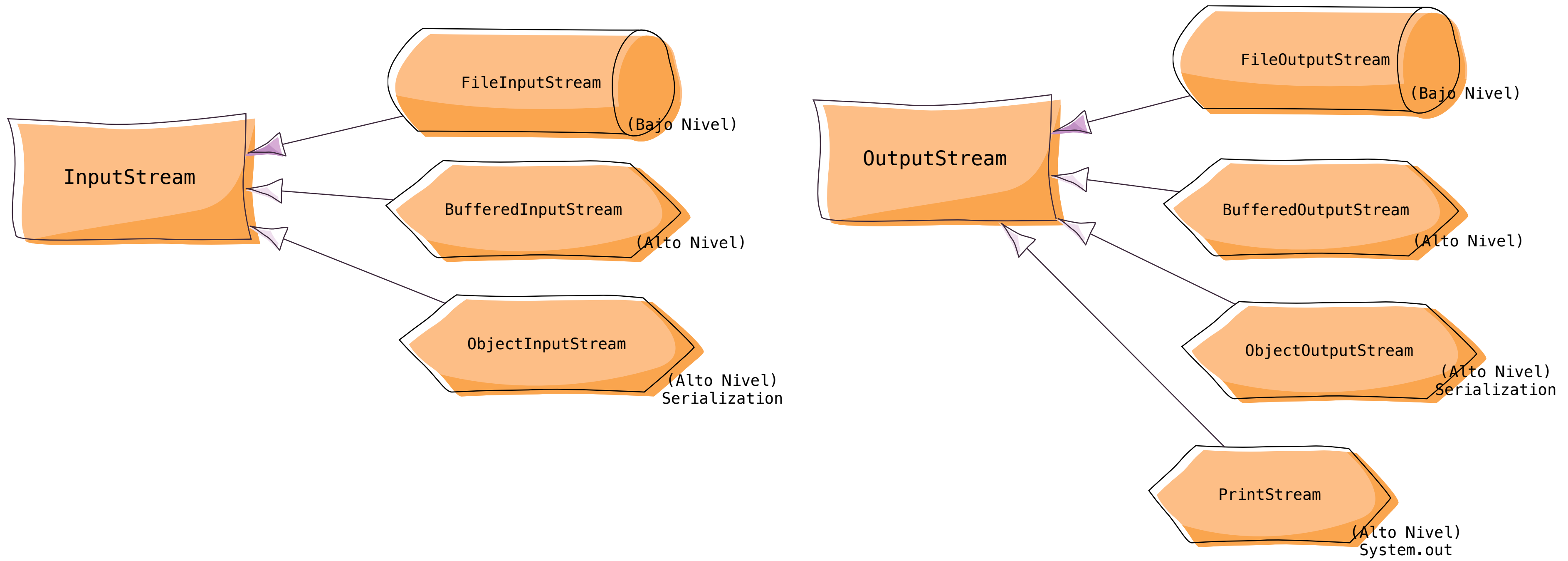


# Bytes



# Character

