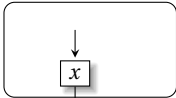
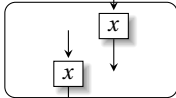


# Execution Controller

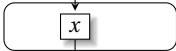
BB0



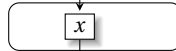
BB1



BB2



BB3



Storage

