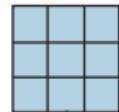
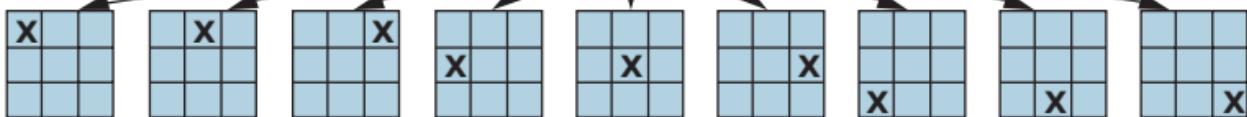


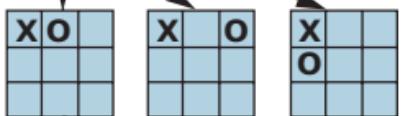
MAX (x)



MIN (o)

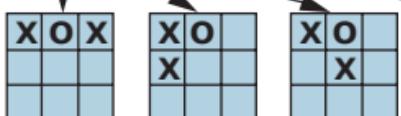


MAX (x)



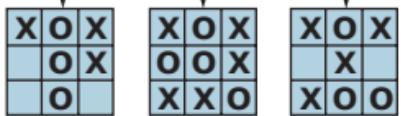
...

MIN (o)



...

TERMINAL



Utility

-1

0

+1