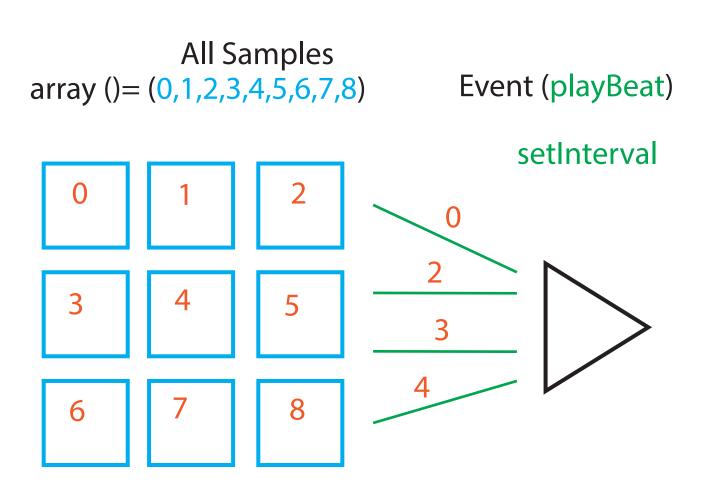
Flowchart



Event(playSample)