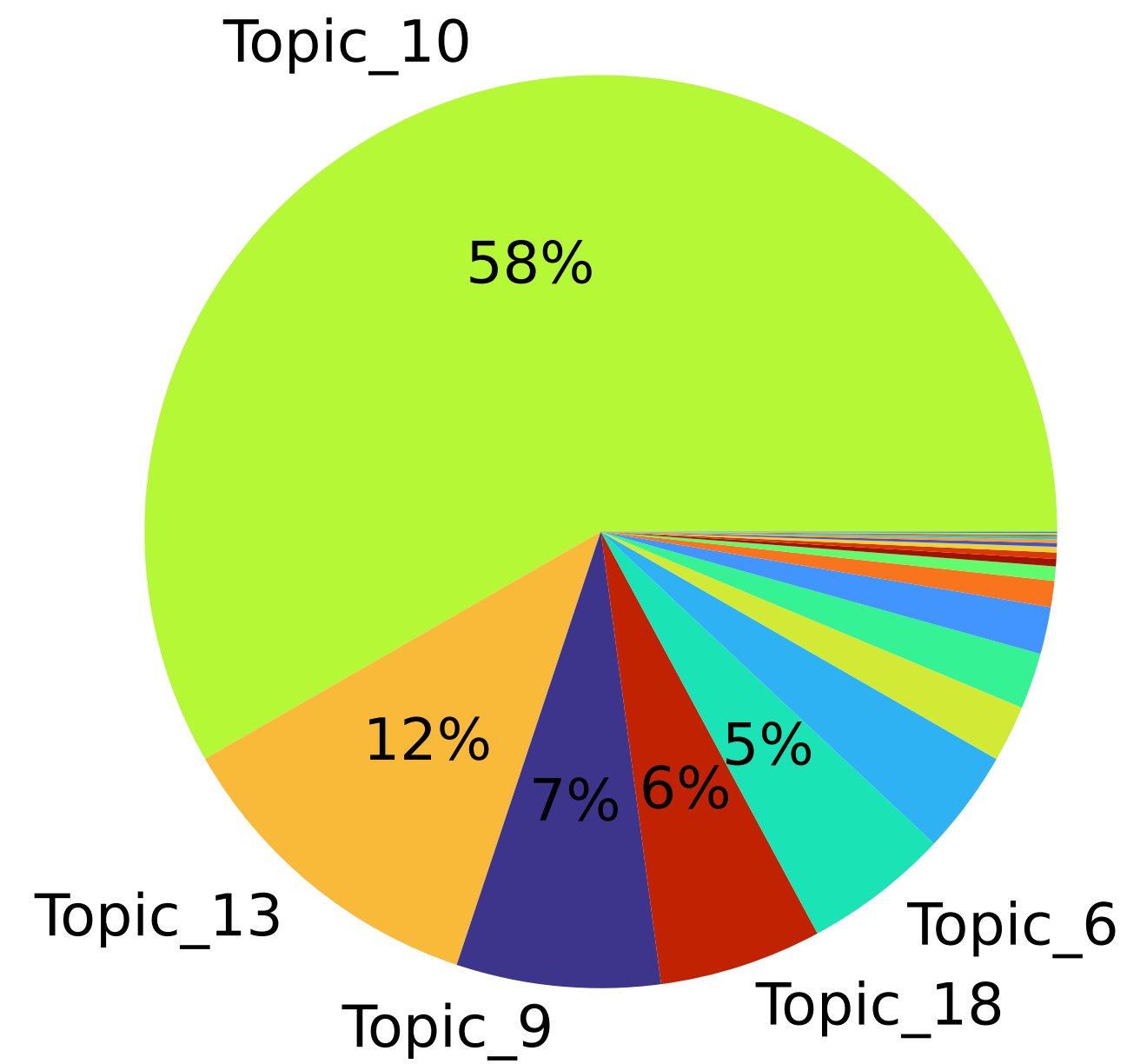


# Smooth\_muscle1



# Smooth\_muscle2

