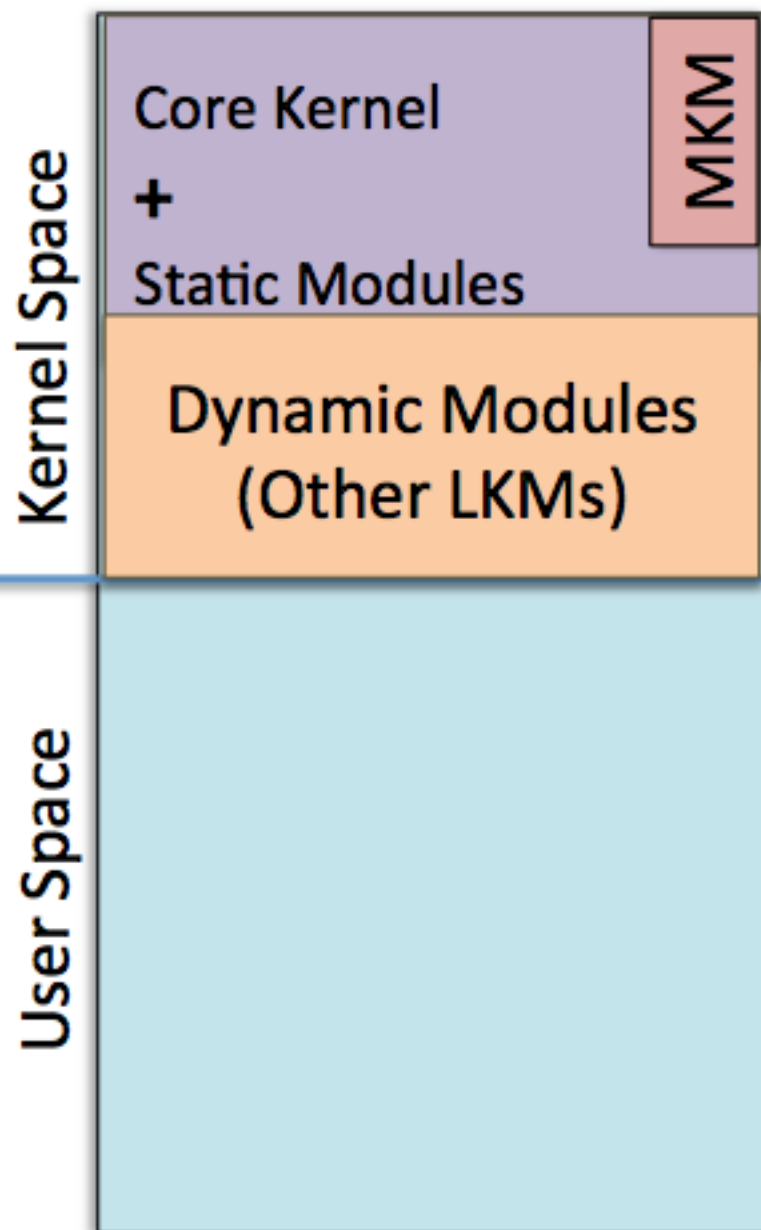
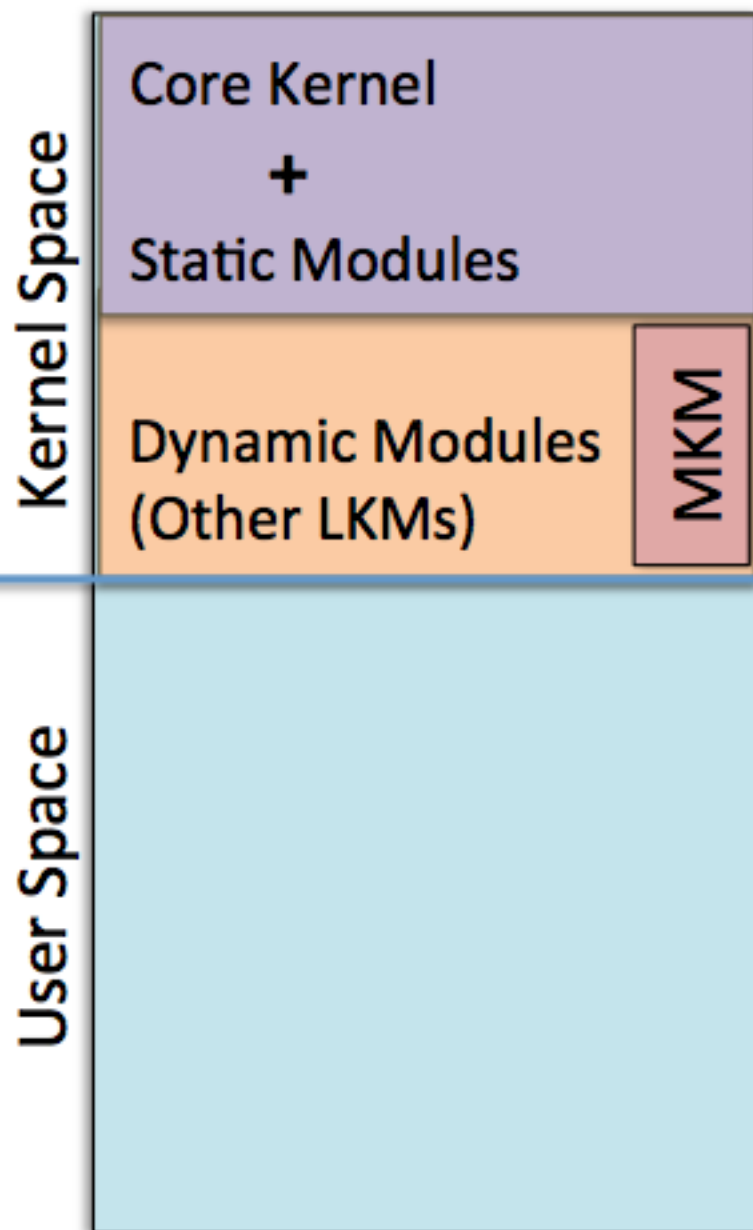


## Primary Memory



(a)

## Primary Memory



(b)