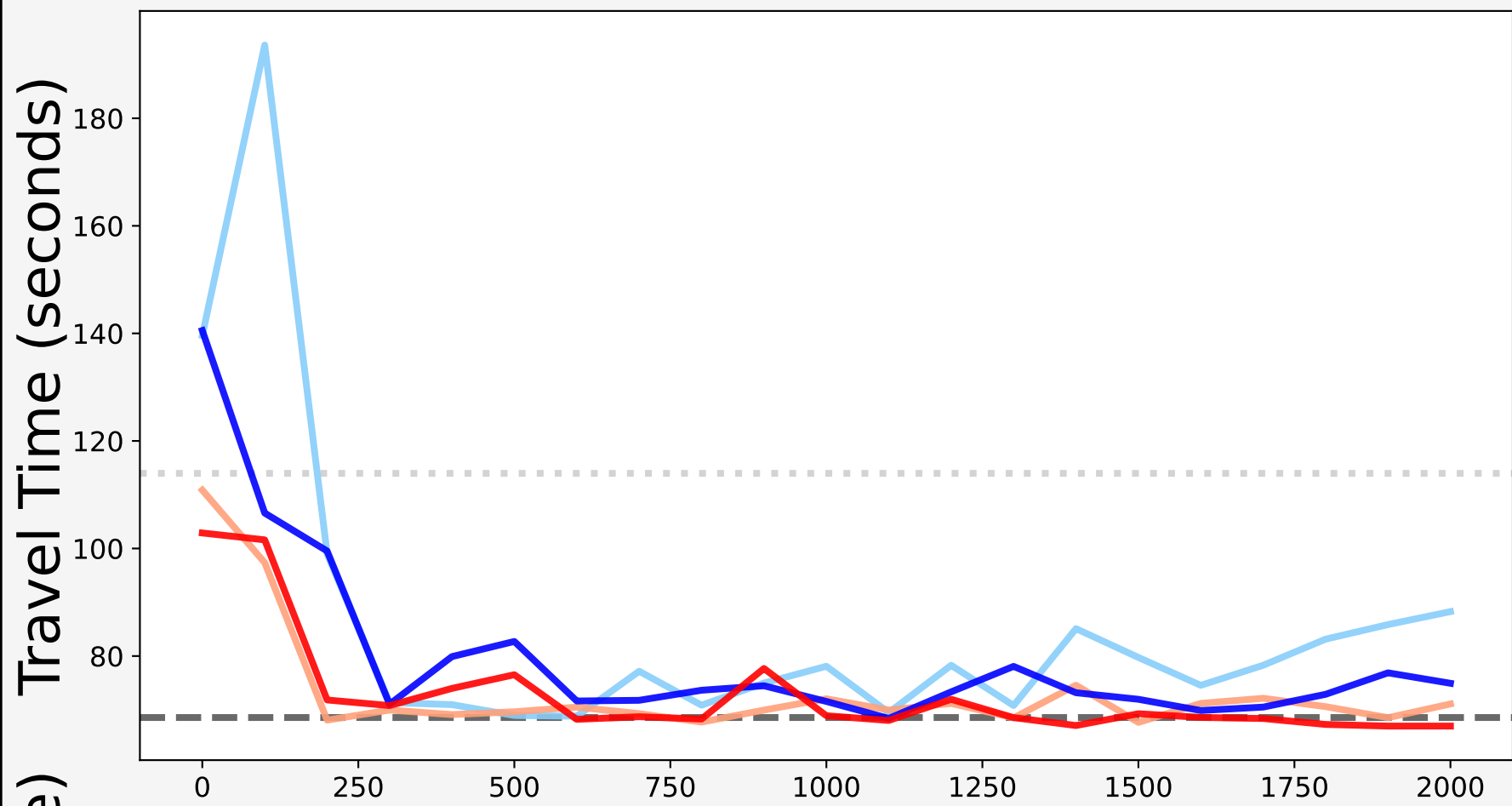


Scenario: fixed



Scenario: random

