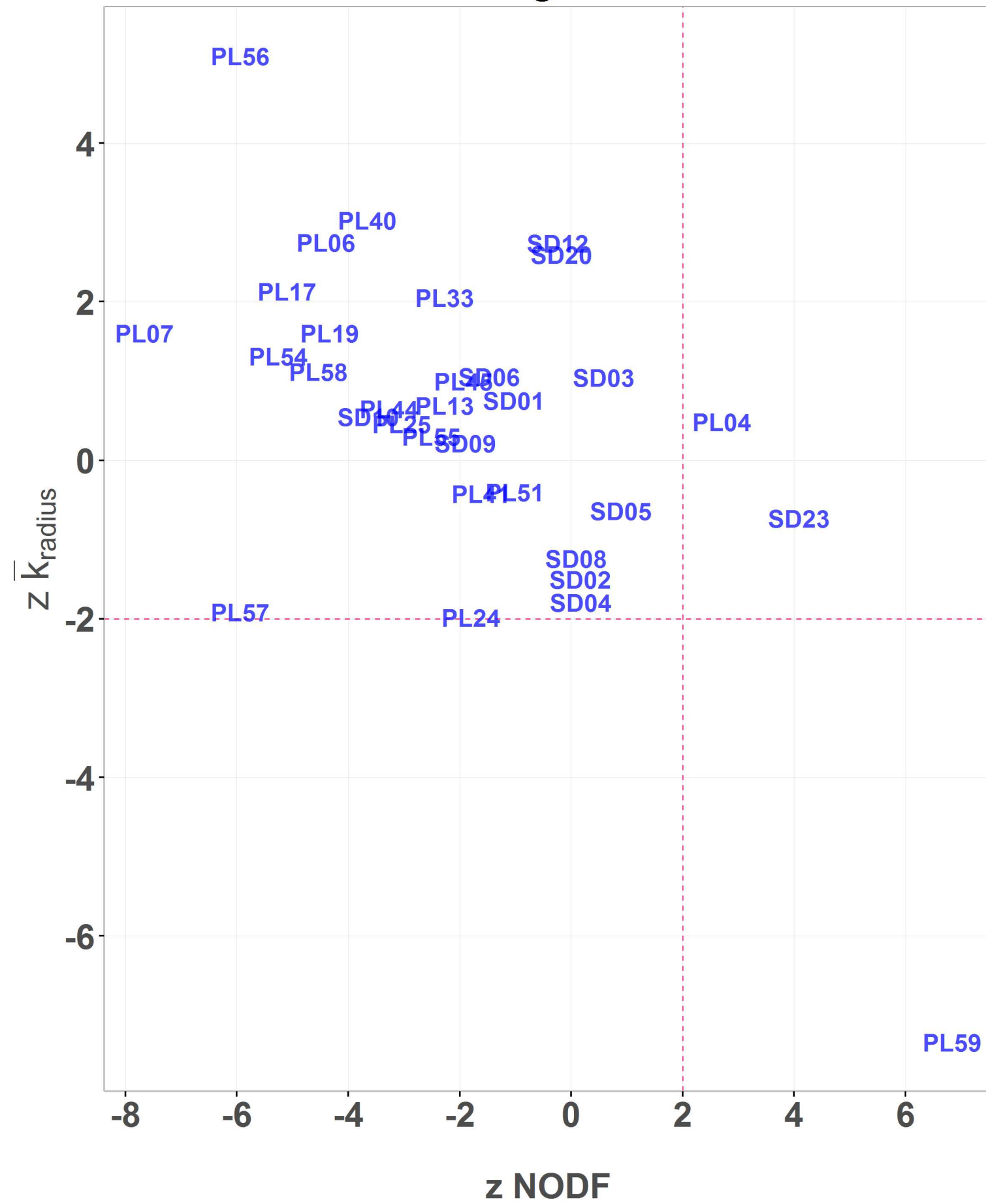


# Weighted



# Binary

