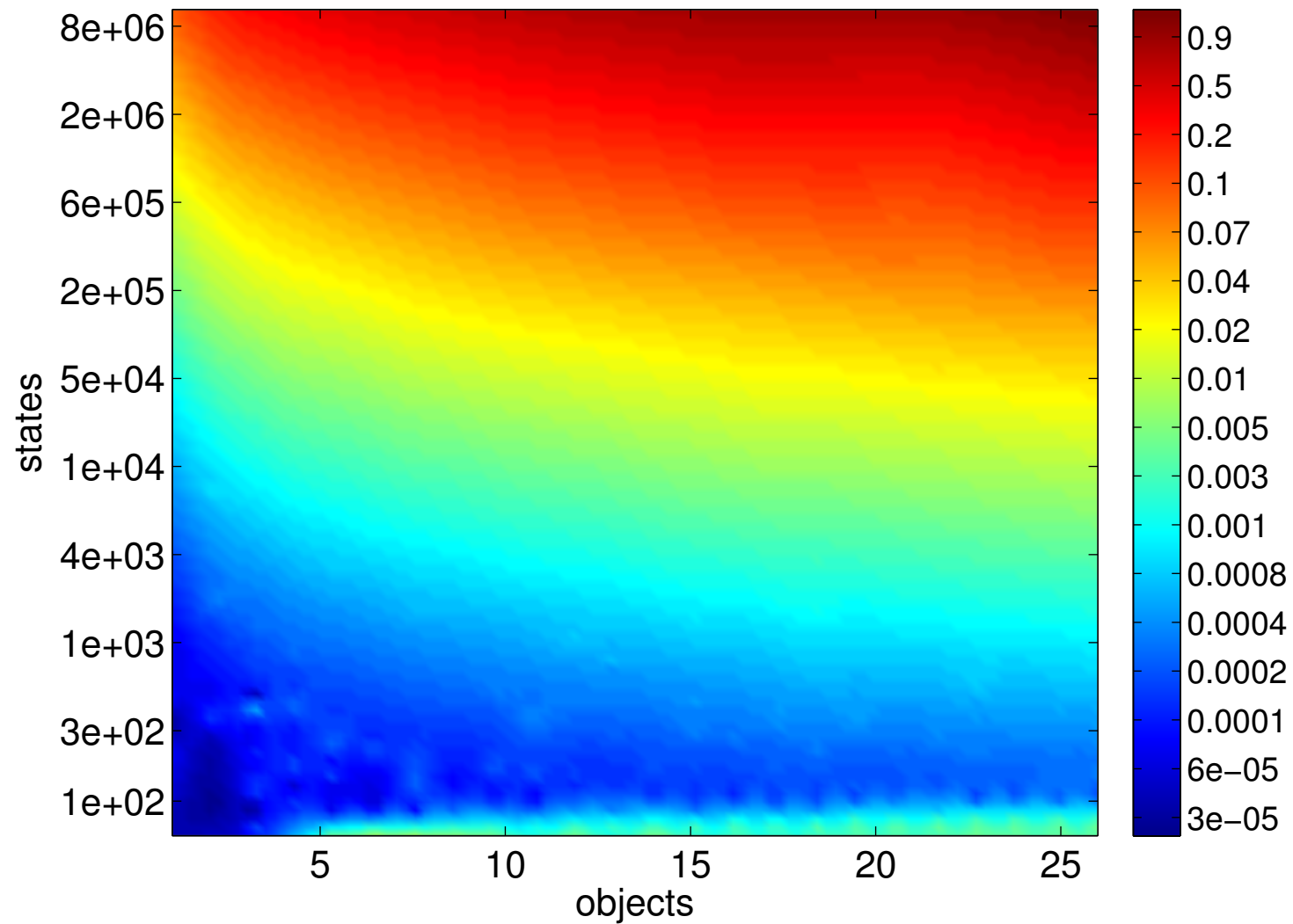


Time (states vs objects)



Computation time vs state increase

