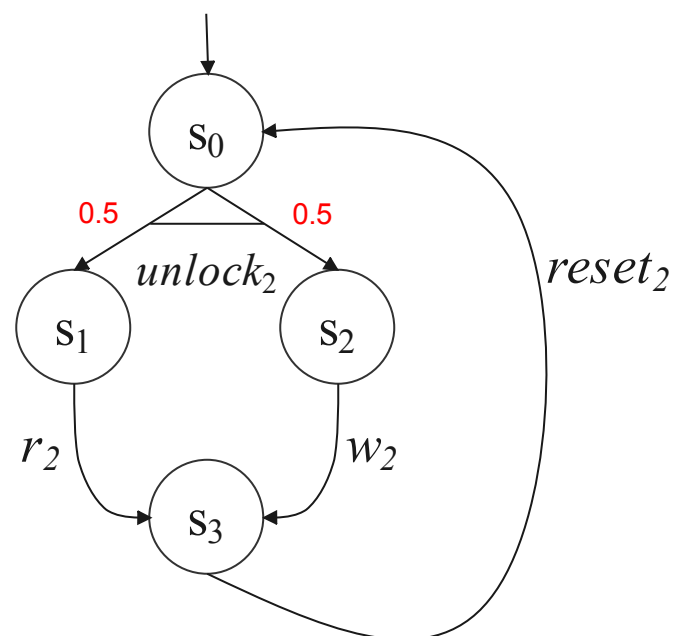
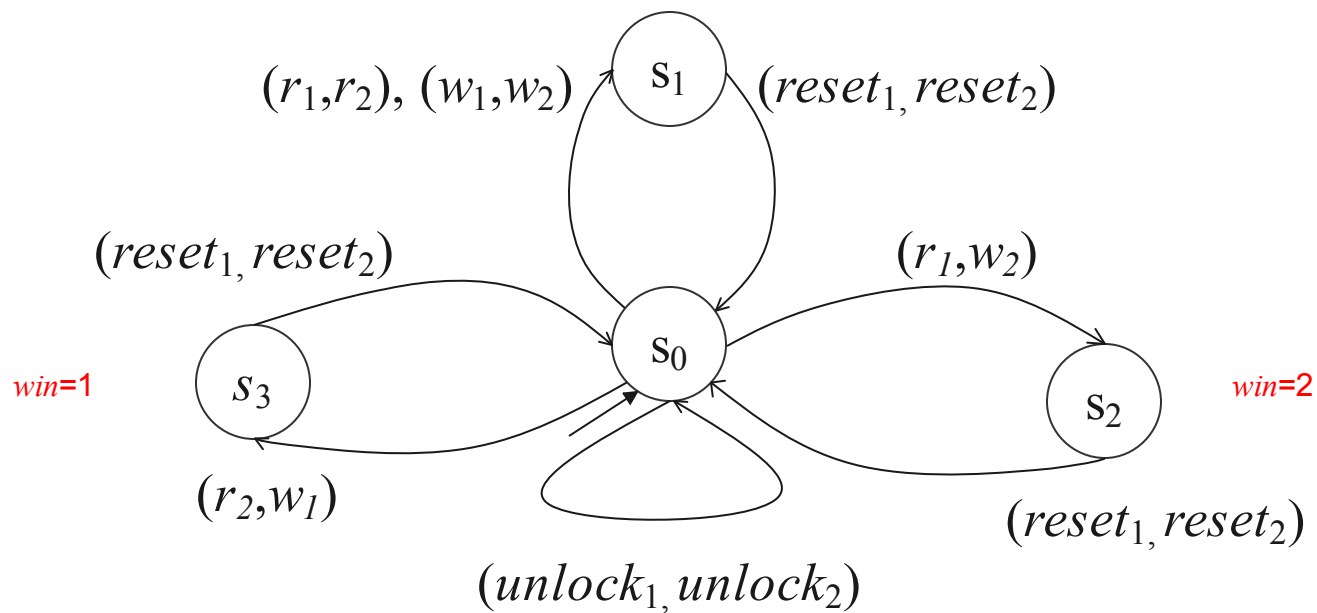


**Player 1**  
**Write/Read**



**Player 2**  
**Write/Read**



**Monitor**