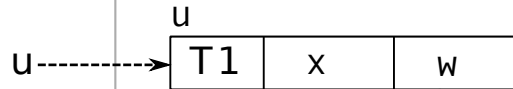


~~guard(u, T1)~~

Bindings

Heap



Dynamic Heap

