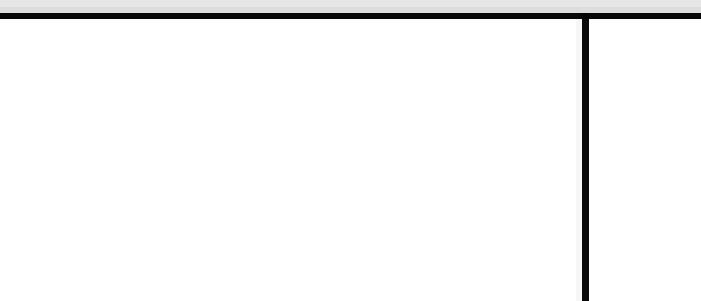


# Object



Pointer



Buffer



File