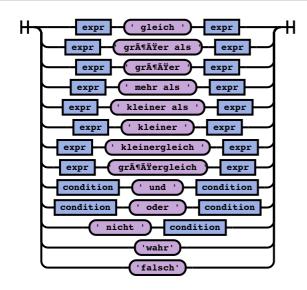
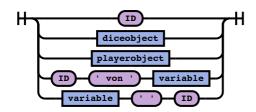
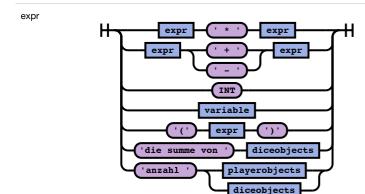


condition

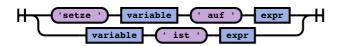


variable





assignment



law

