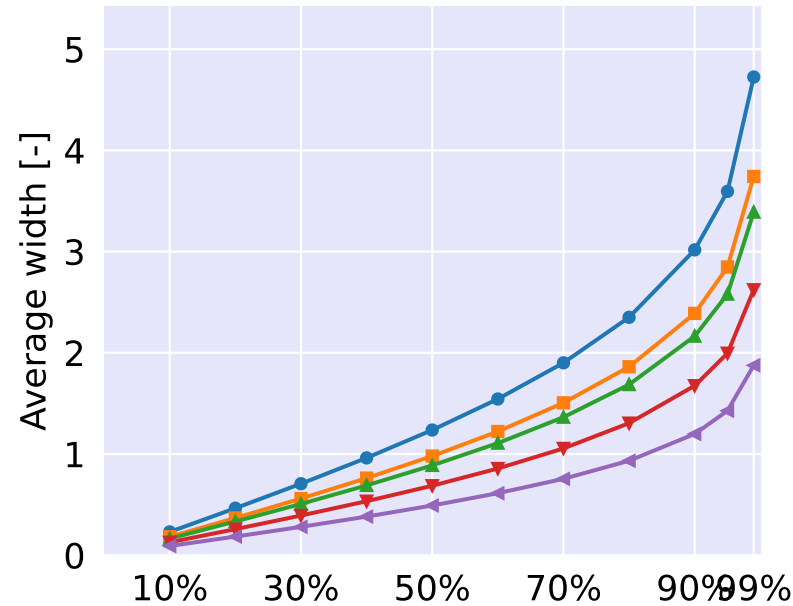
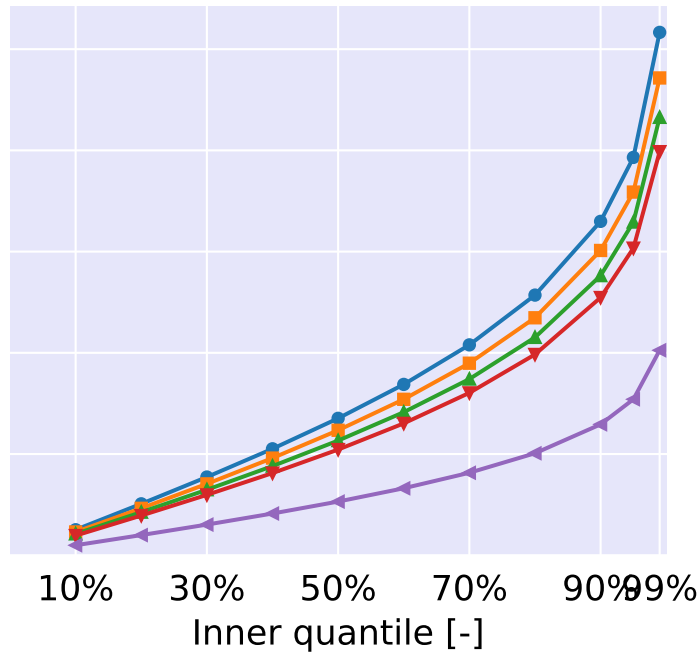


Input (80%)



Eval (20%)



Gt

