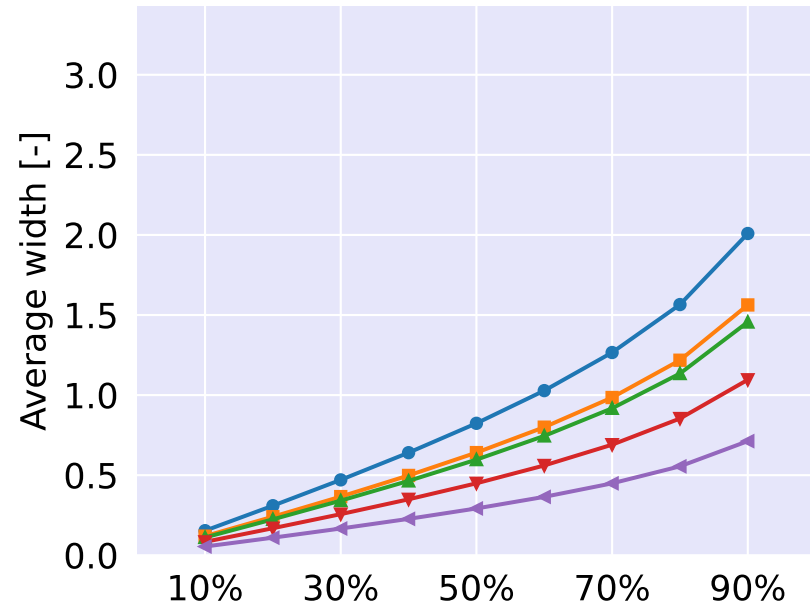
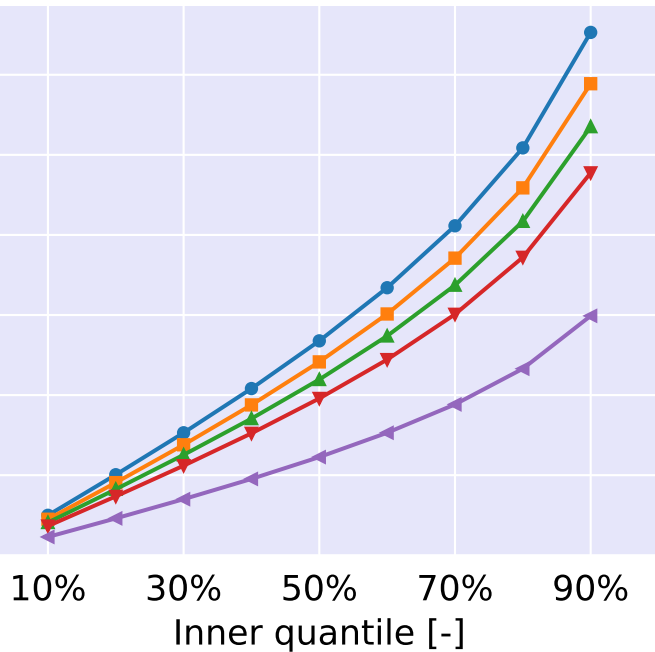


Input (20%)



Eval (80%)



Gt

