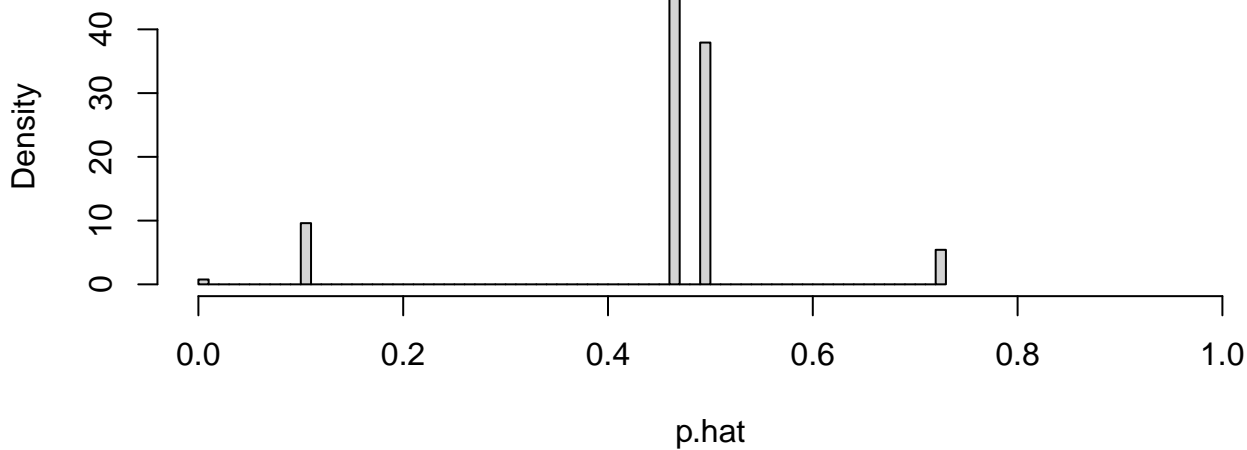


y = 0



y = 1

