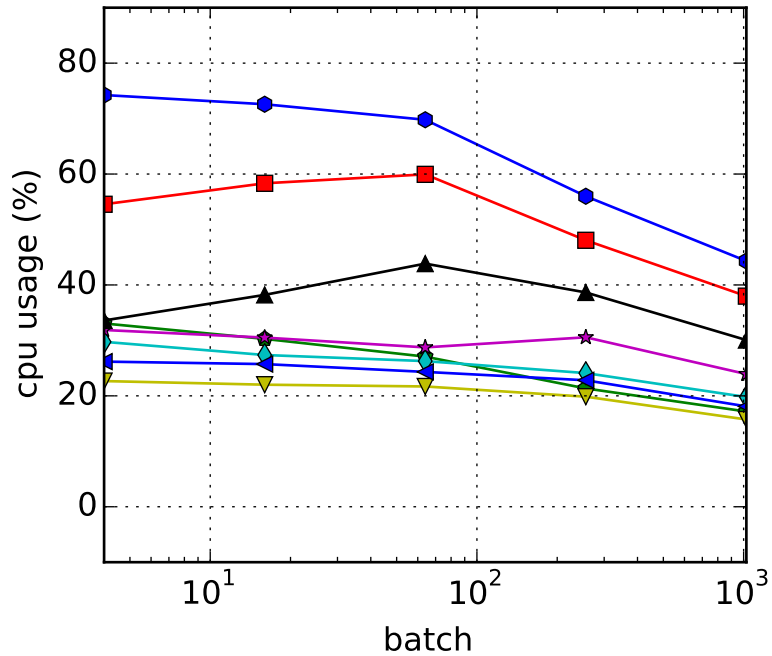


server



client

