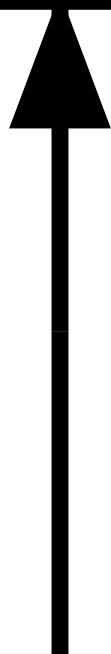


# Entity



# Event