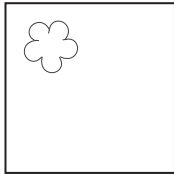
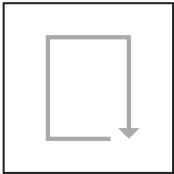


```
float noise()  
{  
    ...  
}
```



Abstract

Concrete