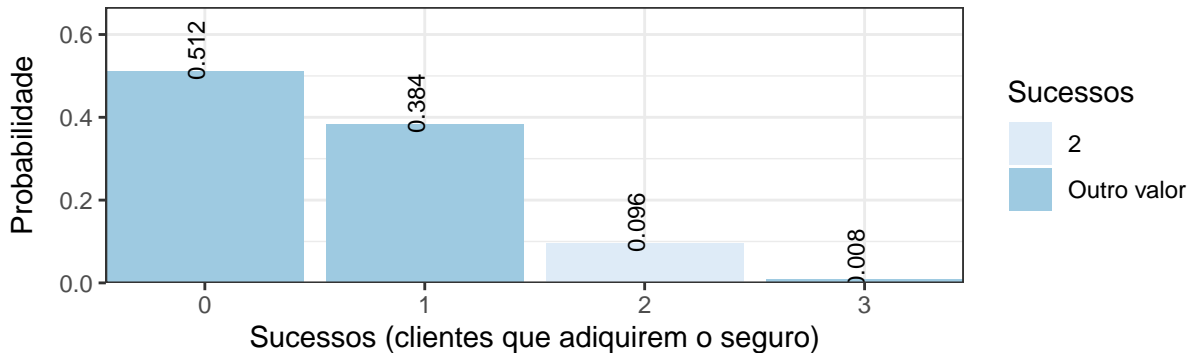


Bin(3; 0,2)



Bin(100; 0,2)

