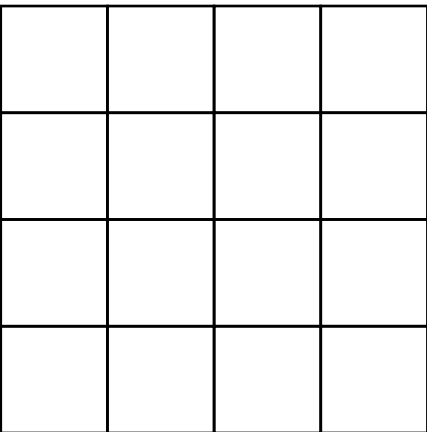


input



①

create neighbourhoods
using *Split2D(2)*

