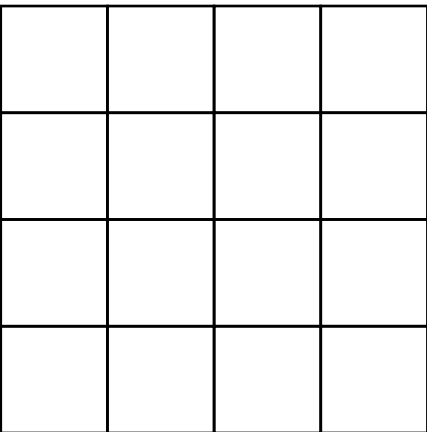


input



①

create neighbourhoods  
using *Split2D(2)*

