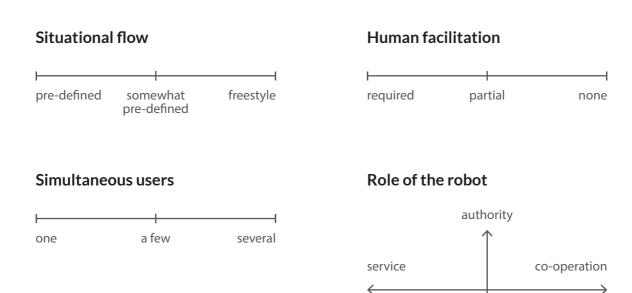
## **Solution space**

InMoov - pre-defined

## **Environment**



friend

