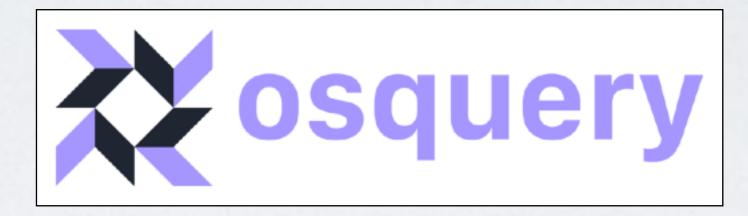
COMPONENTS











Do's and don'ts





KOLIDE = OBSERVABILITY

