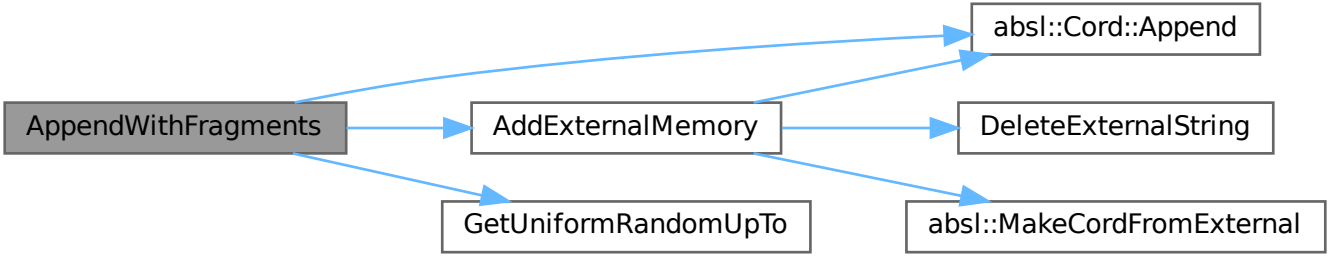
AppendWithFragments
AddExternalMemory
absl::Cord::Append
DeleteExternalString
GetUniformRandomUpTo
absl::MakeCordFromExternal