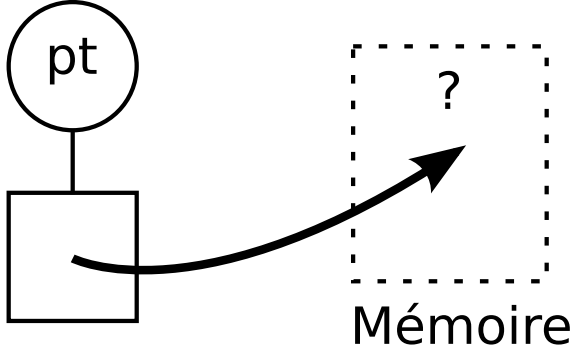


Variable



Pointeur