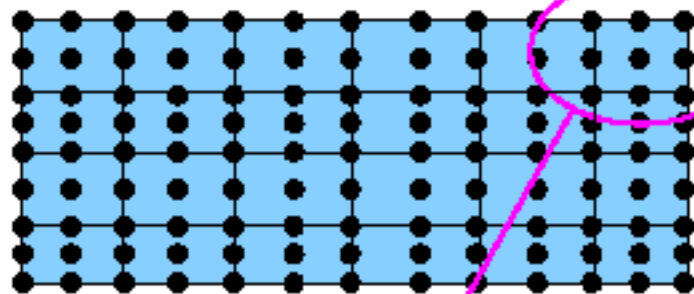


boundary 0



boundary 1

