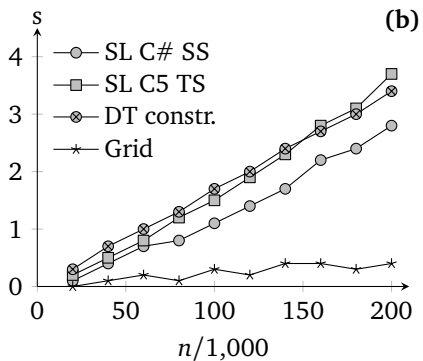
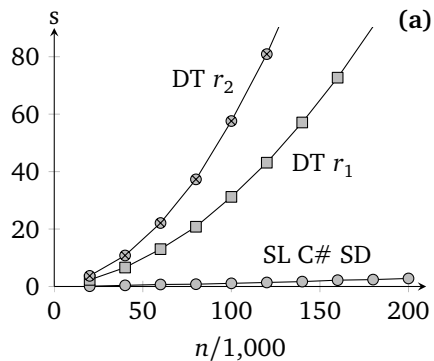


RandomTime1

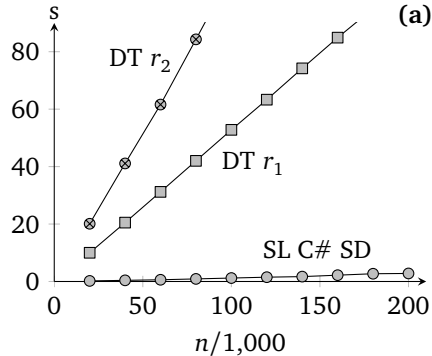
RandomTime2

Output

Memory



(a)



(b)

