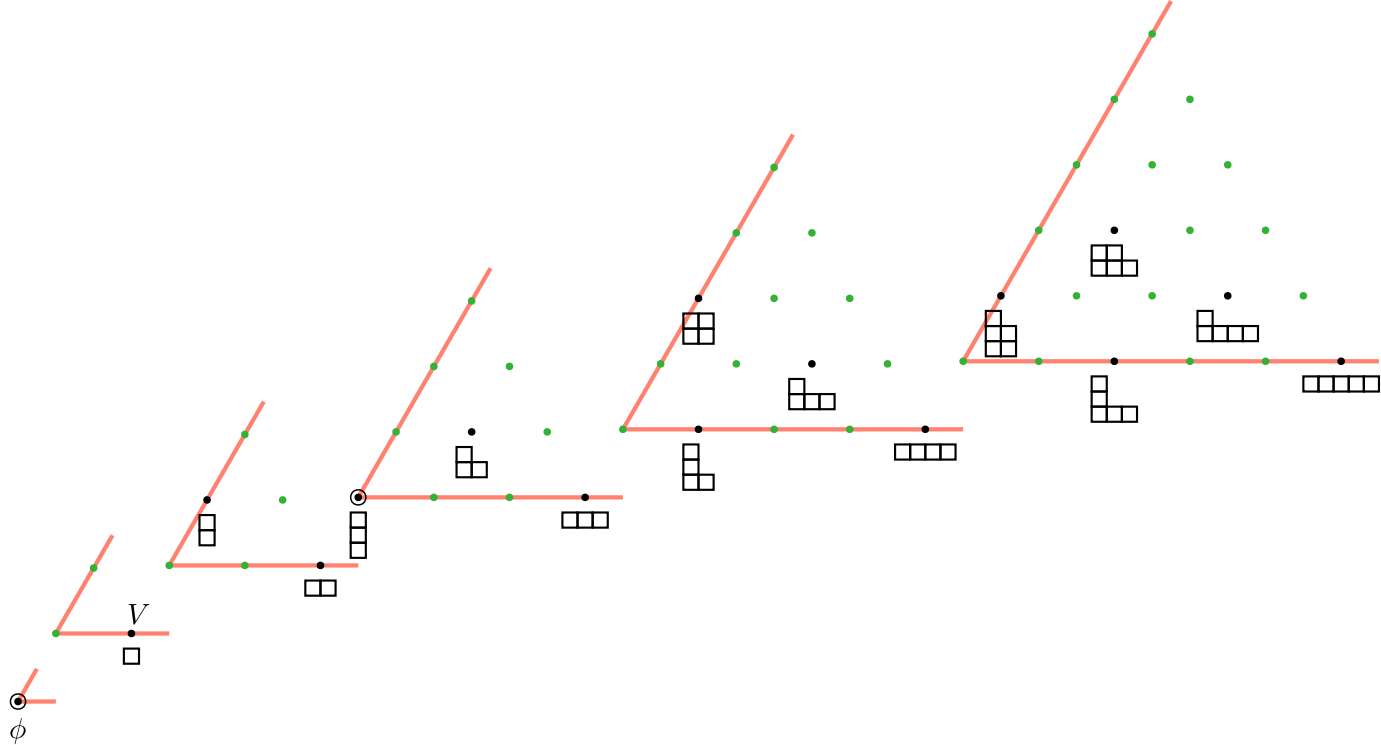


GL(3)



SL(3)

