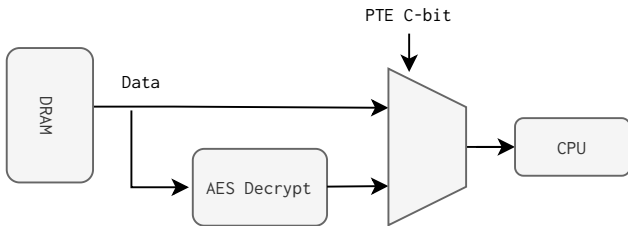


### Memory Read



### Memory Write

