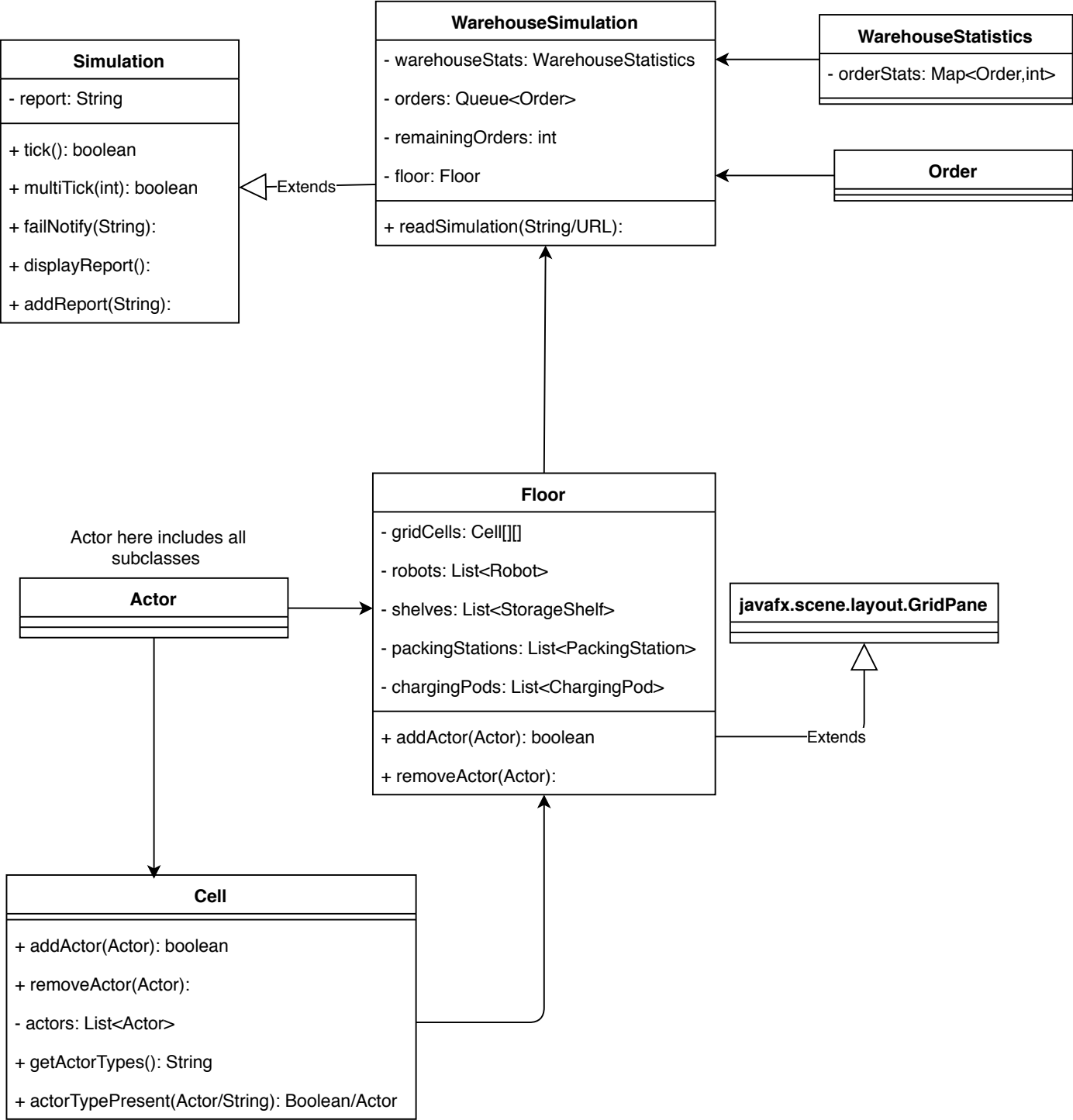


# Overall System



# Actor System

