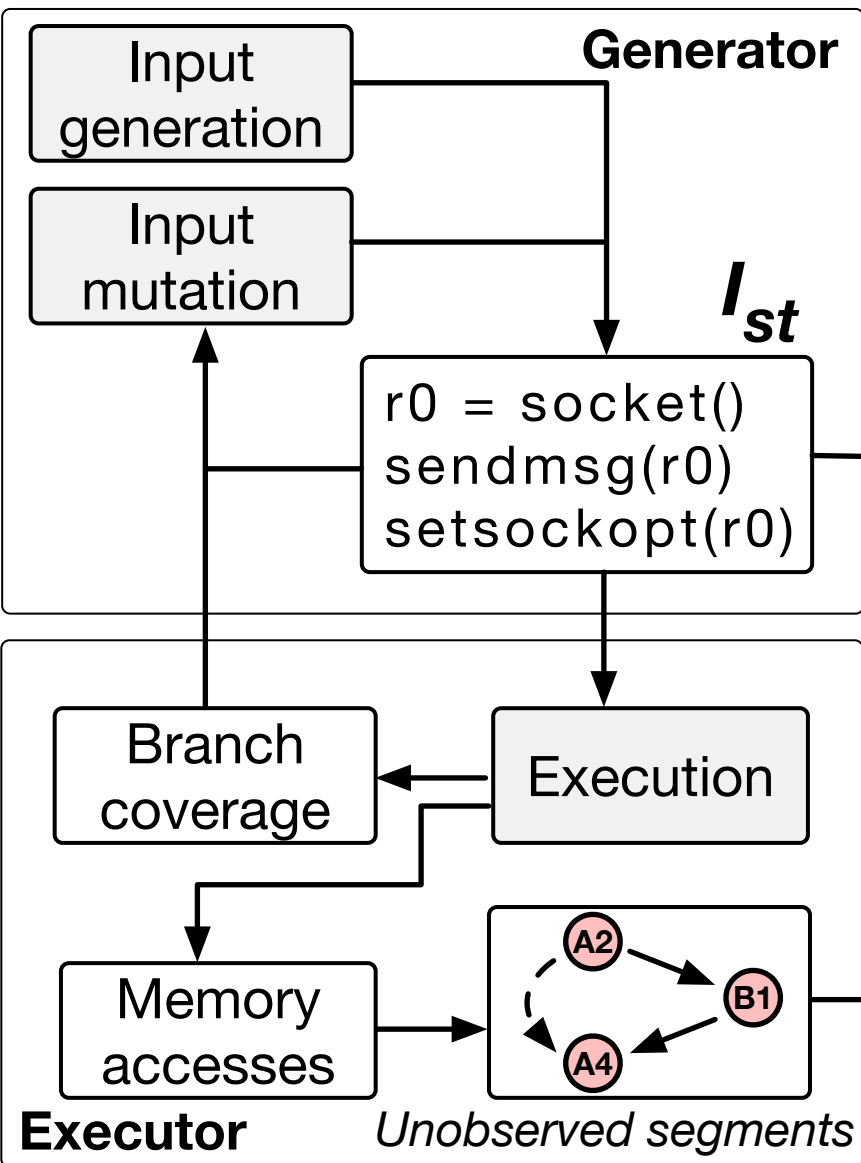


# Single-thread fuzzing



# Multi-thread fuzzing

