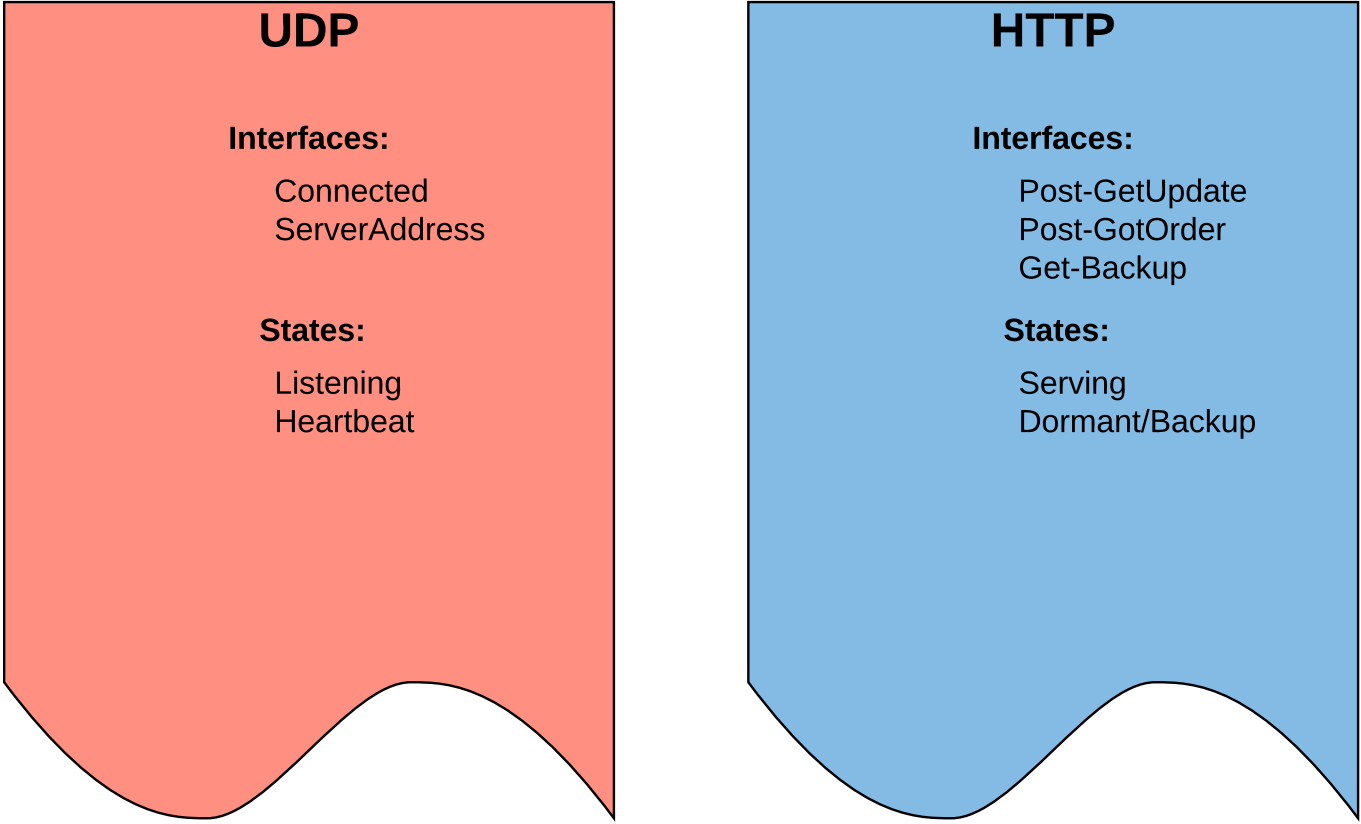


# Server



# Client

