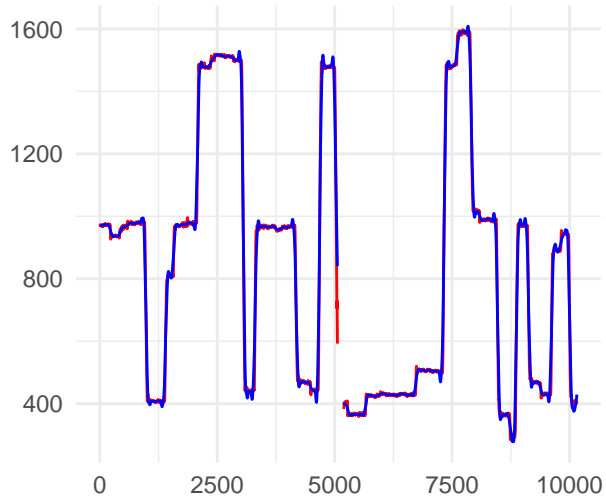


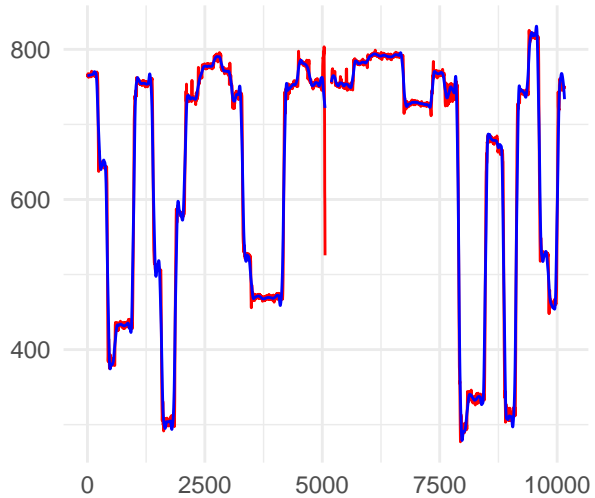
1

x



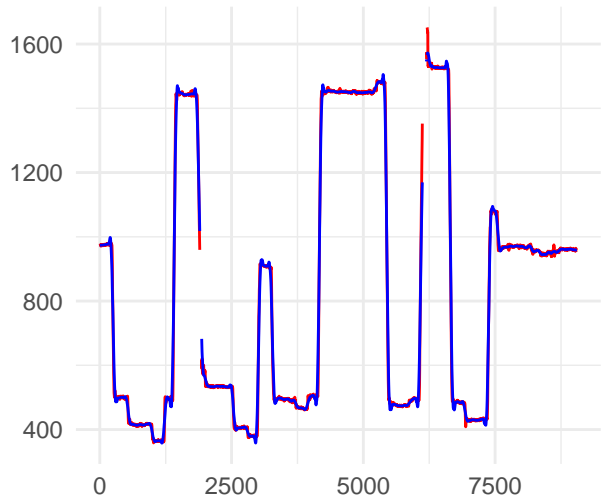
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y



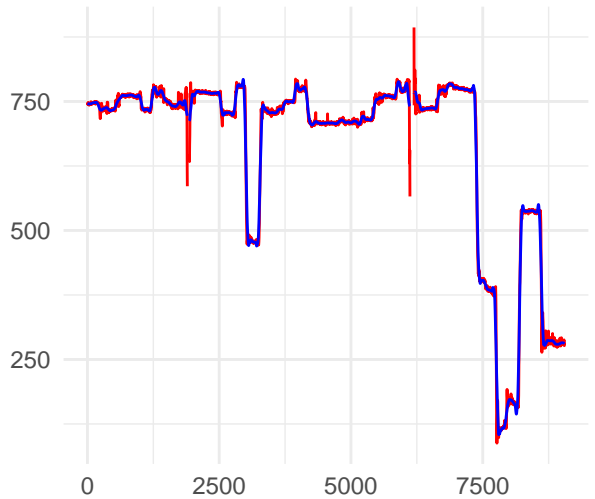
4

x



4

y



time