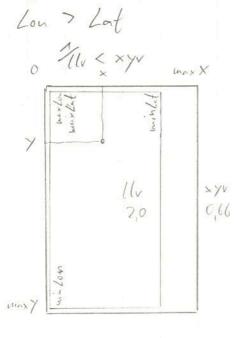
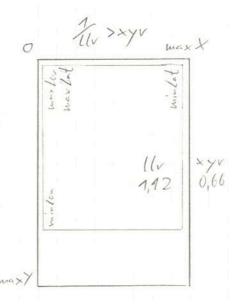


0





max\_x := max//llv max\_y := max

max\_x := max X may\_y := max X · llv