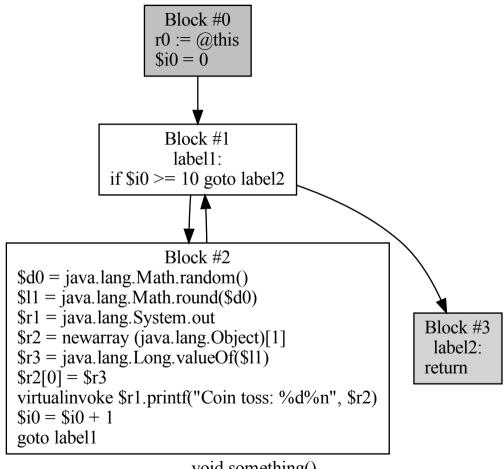


void something()



void something()