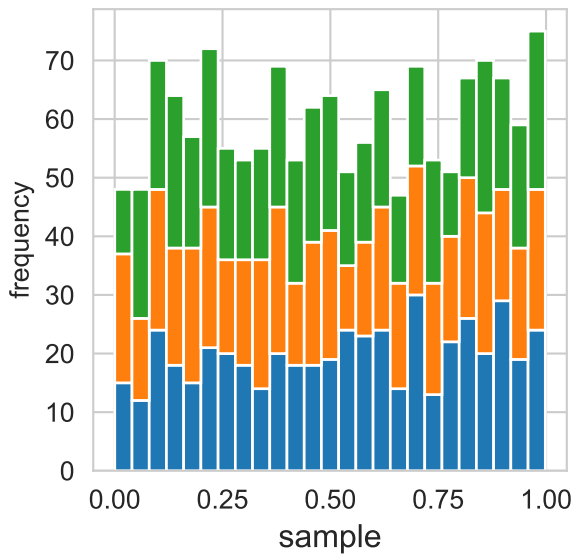


rand



randint

