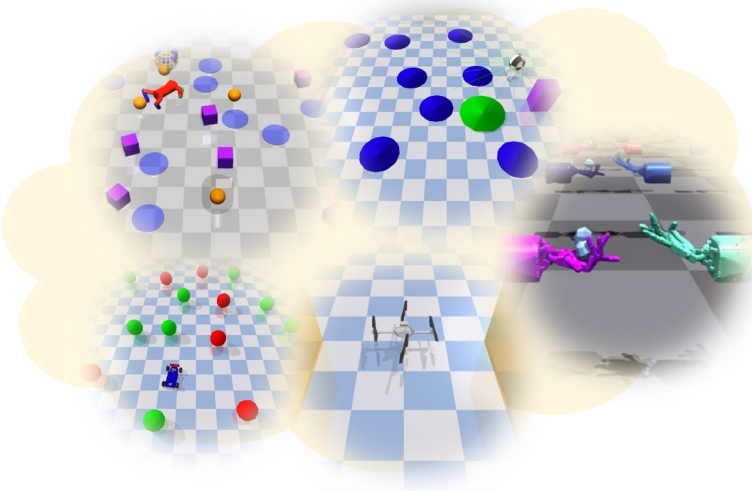
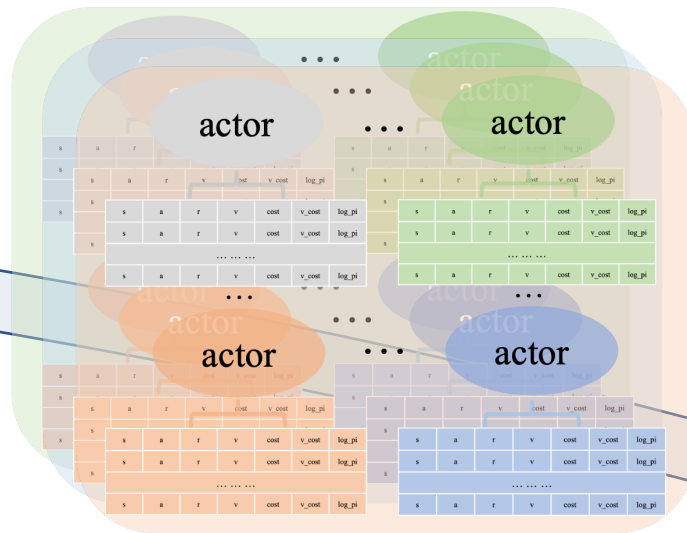


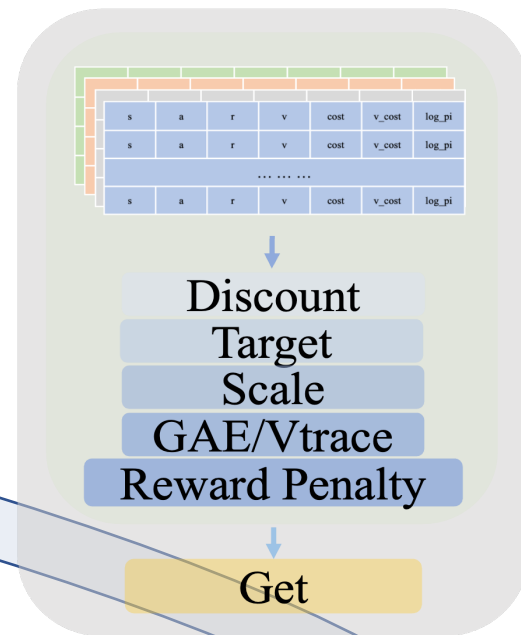
## Environment



## Parallel Running



## Buffer



## Runner

