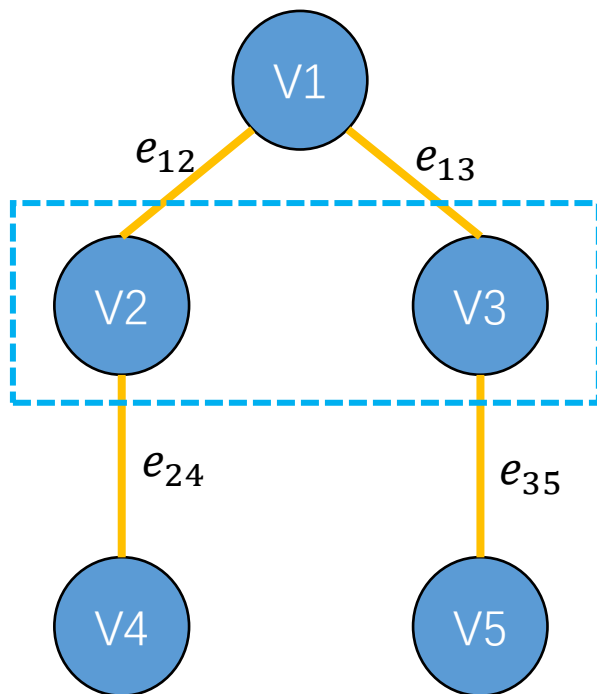


## Vertex-Cover



## MCDR

