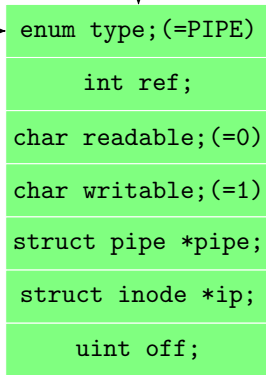
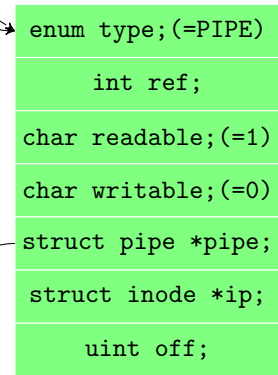


struct file(for writing)



struct file(for reading)



struct pipe

