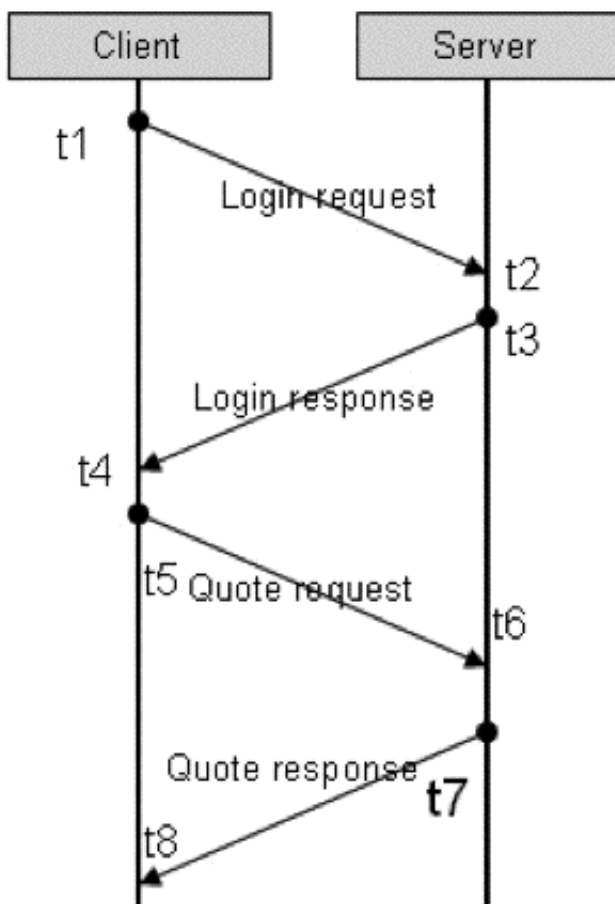


## Web 1.0 - Sync



## Web 2.0 - Async

