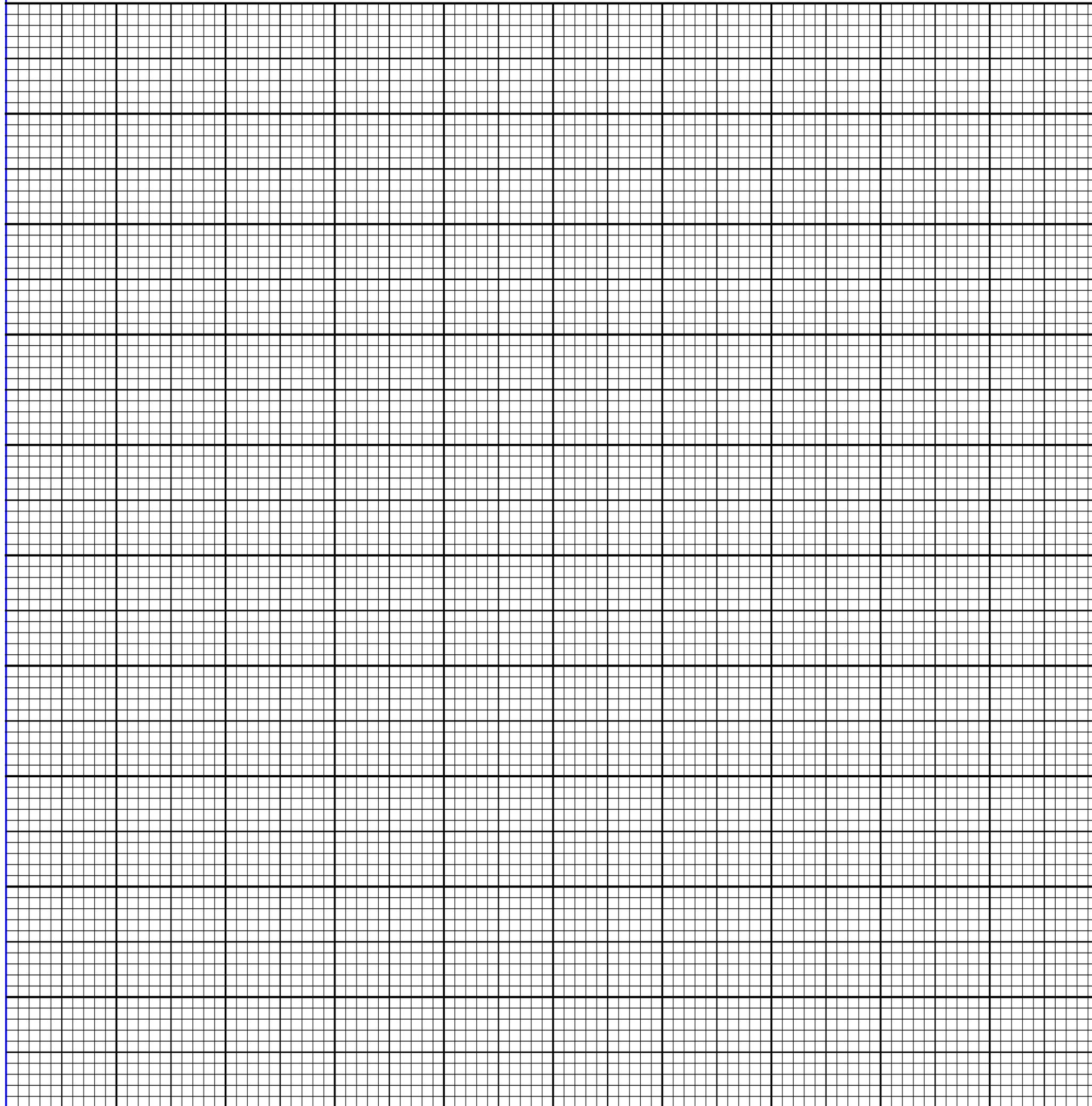


y



0

x