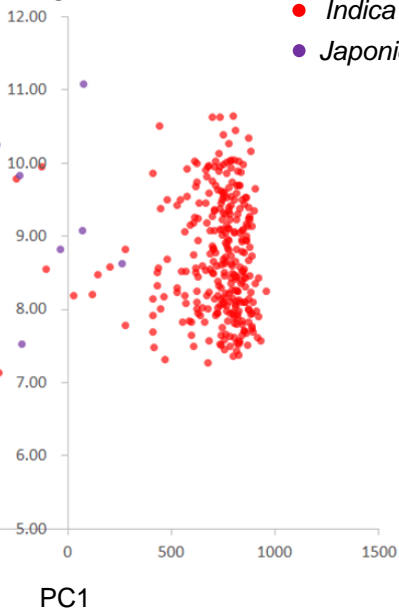


a

GL

**b**