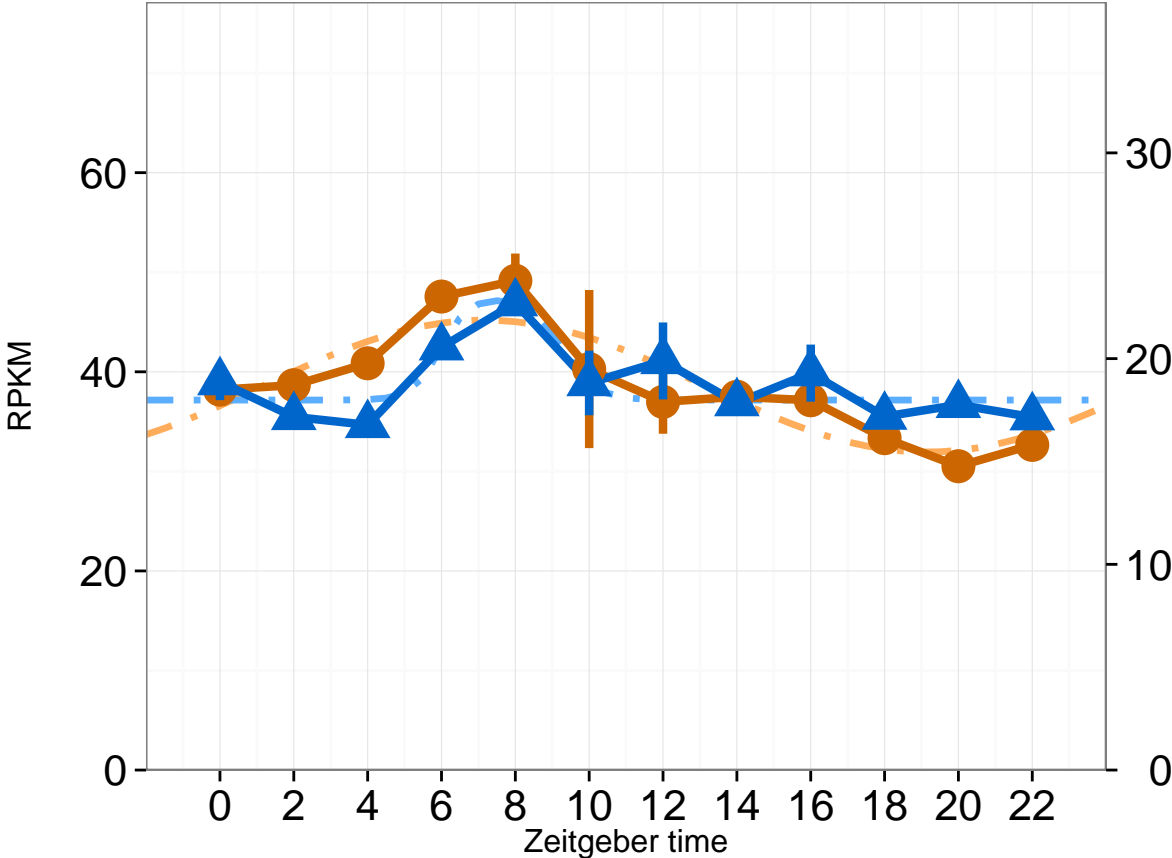


# Sema4d



# Sema4d

