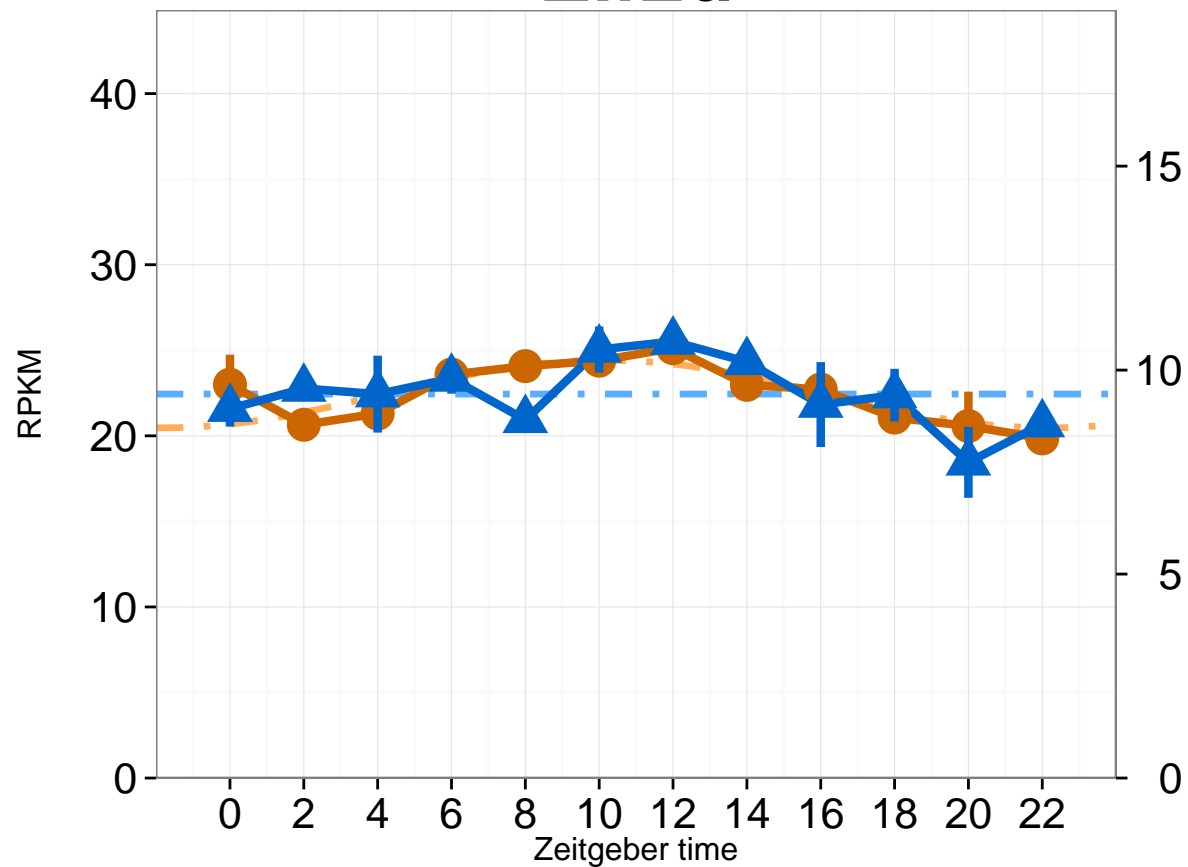


# Eif2d



# Eif2d

