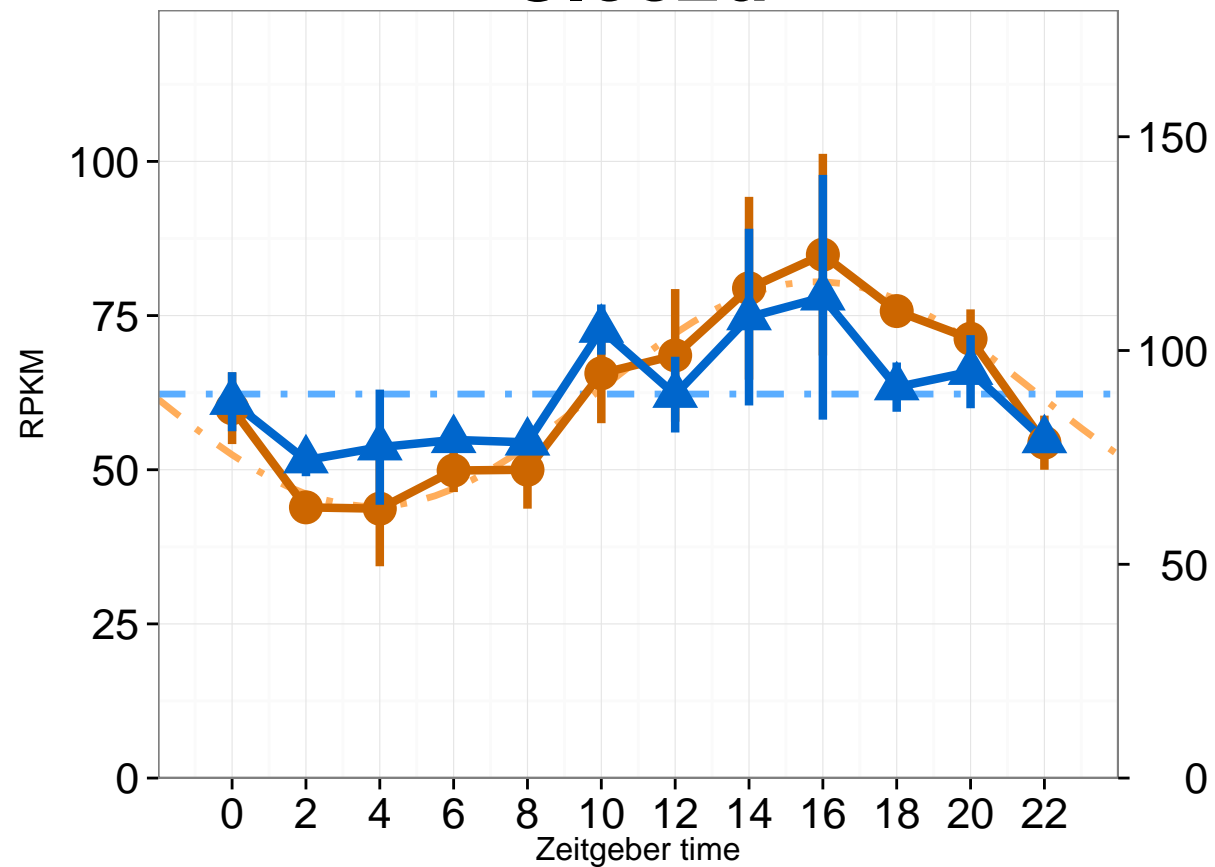


# Clec2d



# Clec2d

