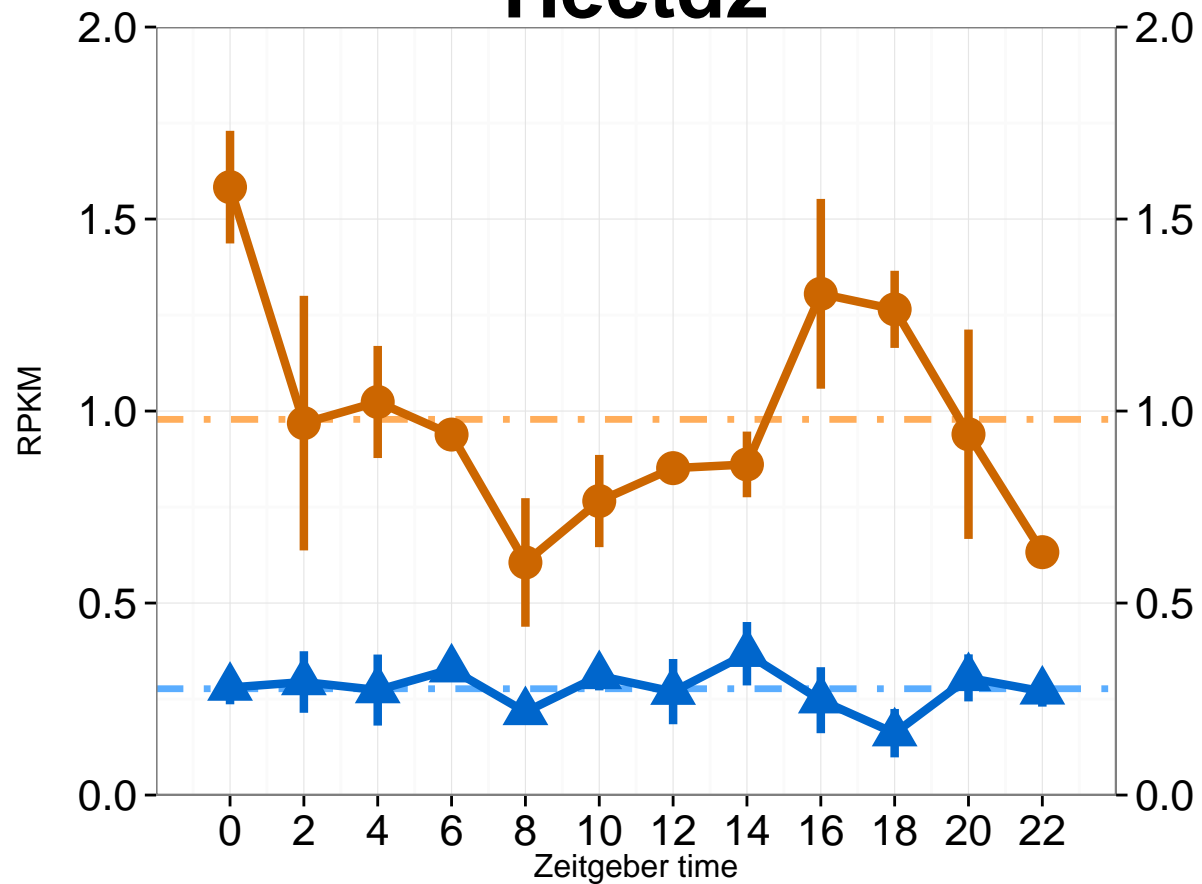


# Hectd2



# Hectd2

