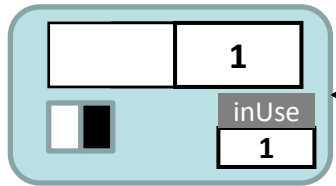
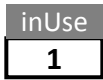
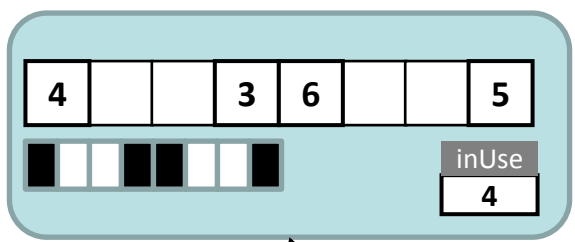
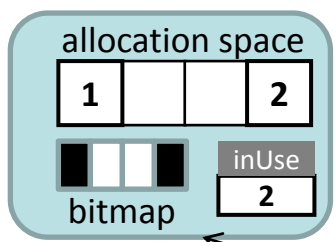
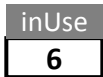
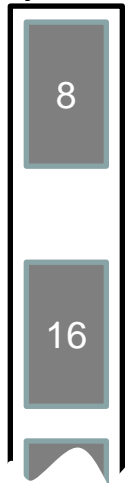


object size



miniheaps

