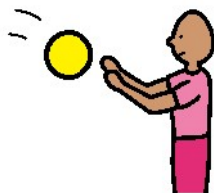
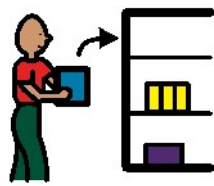


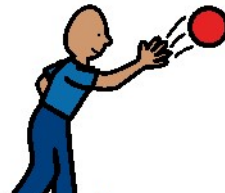
roll



catch



clean up



throw