



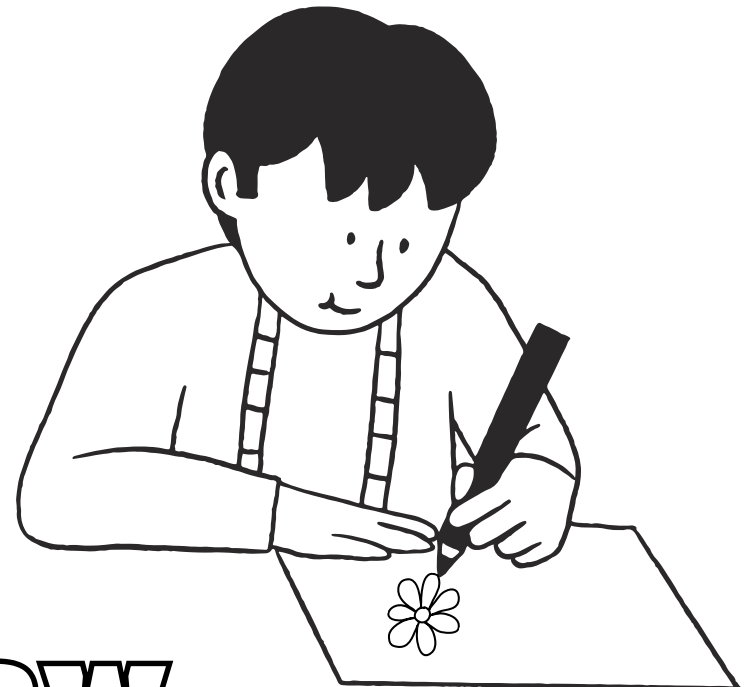
read



write



paint



draw