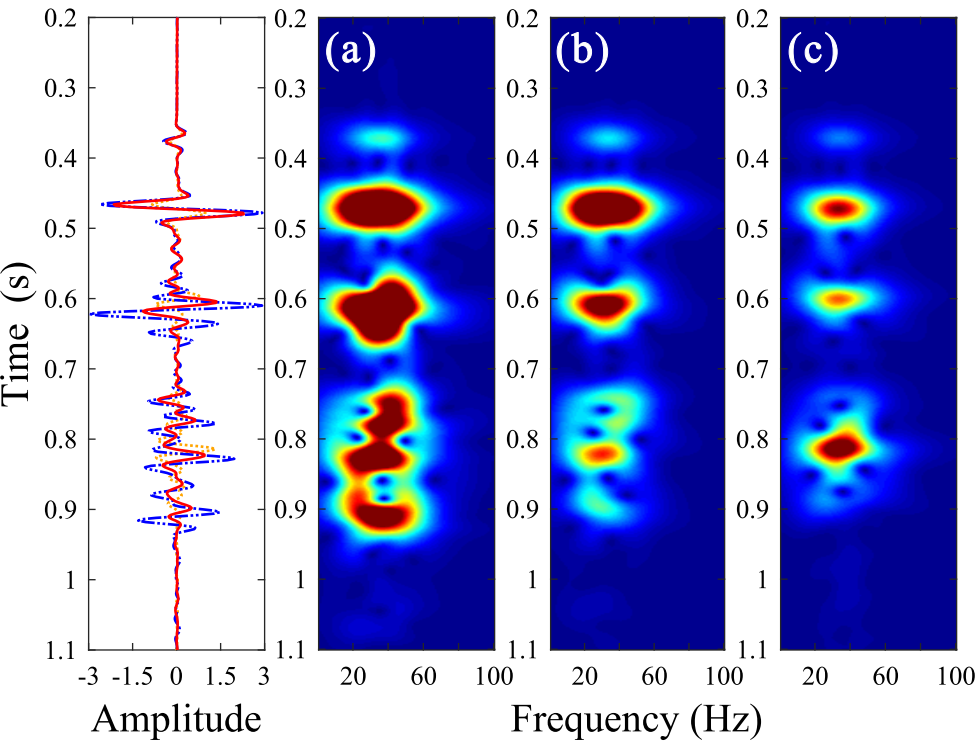


Ux\_random



Uz\_random

