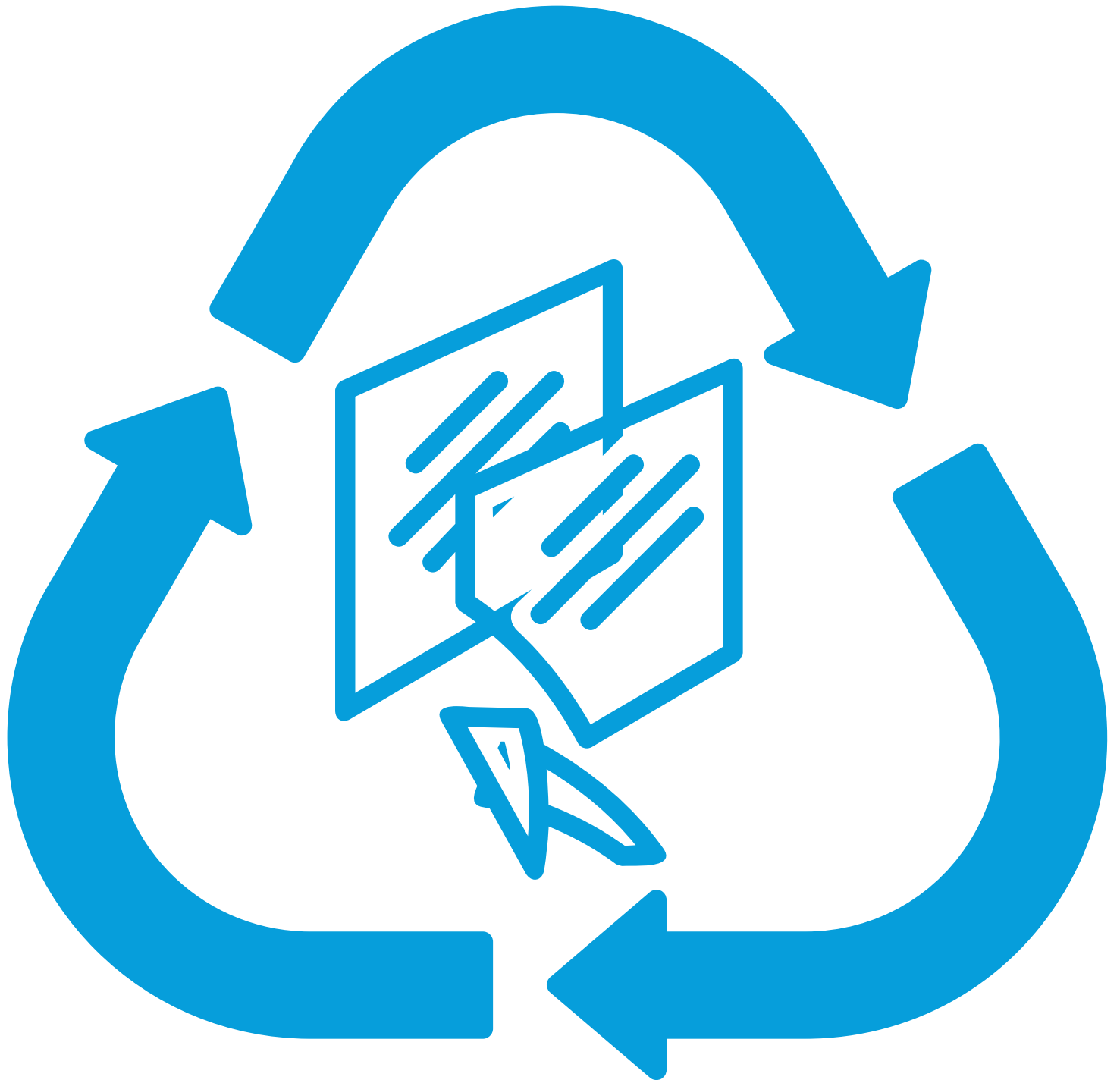


# Glass



# Window