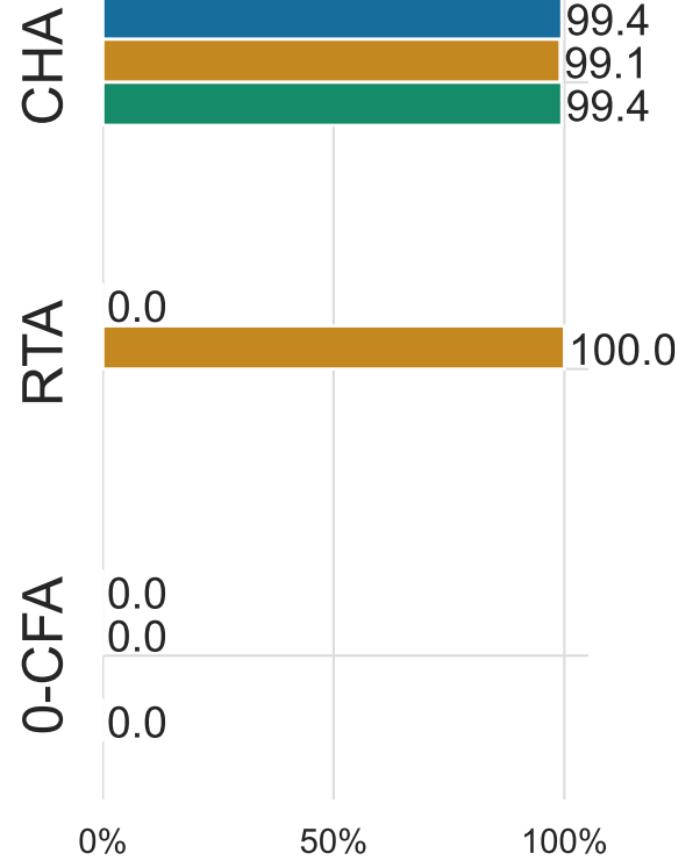


## Recall



## Static CG Size

