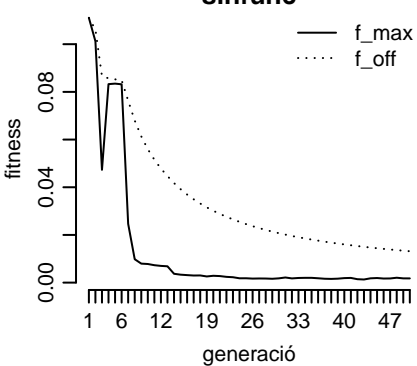
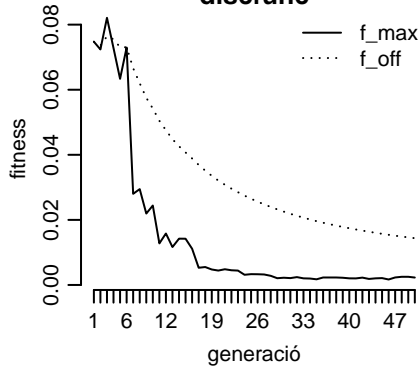


sinfunc**discfunc****noisefunc**