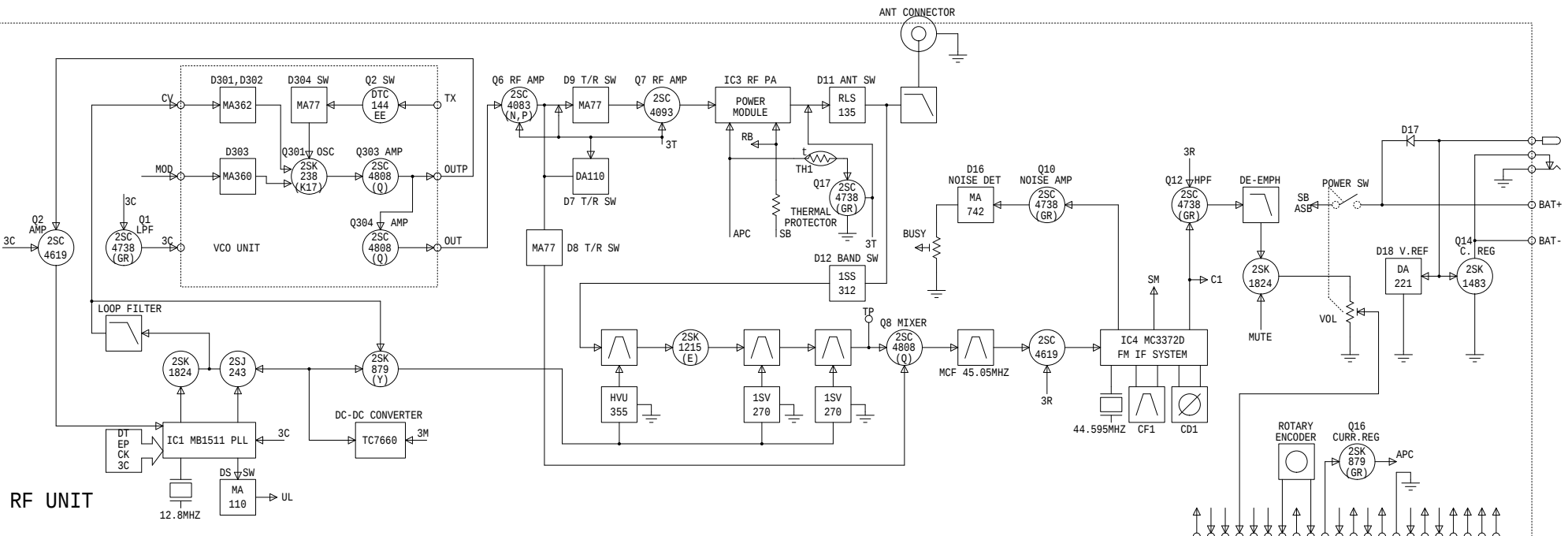




CONTROL UNIT

