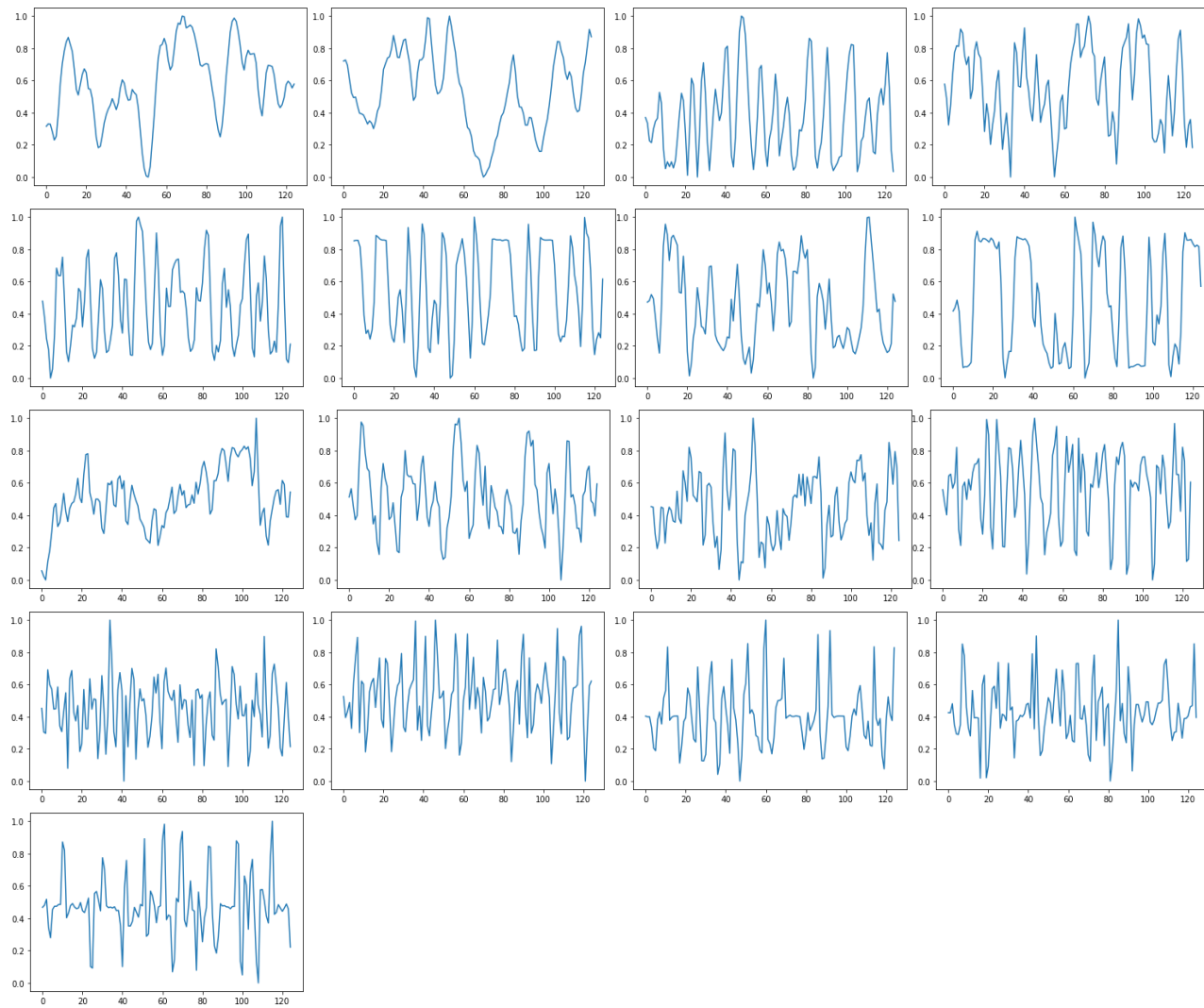


# State



# Reward

