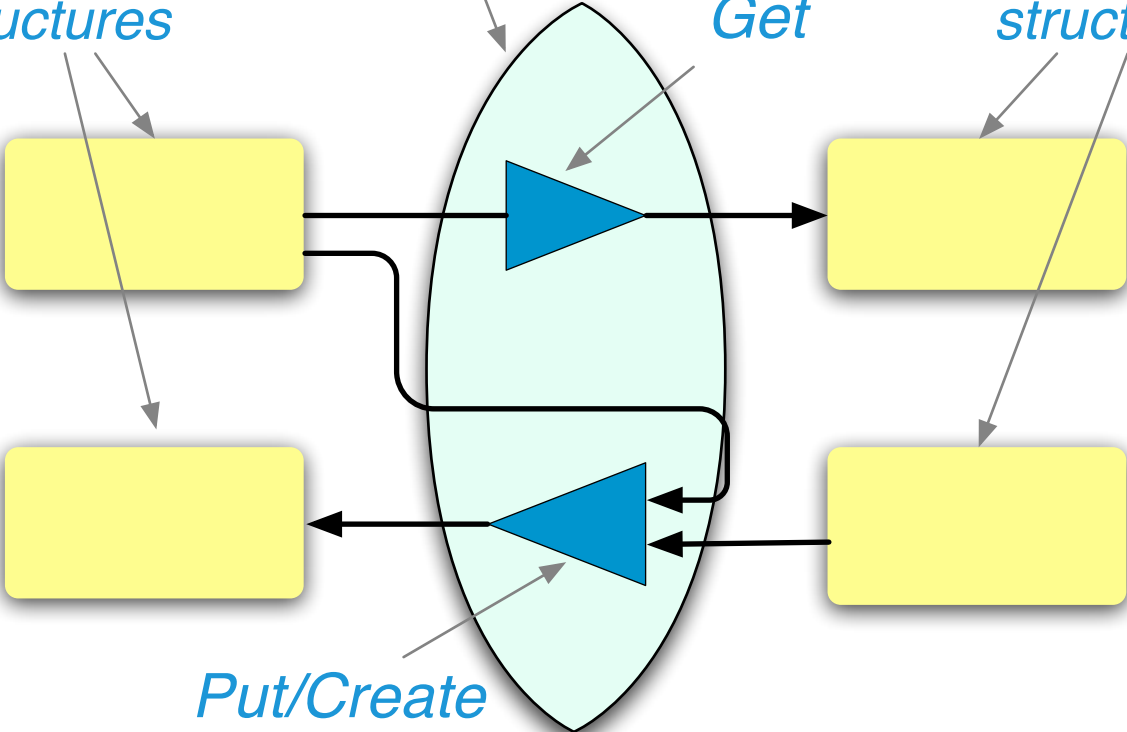


*Concrete
structures*

Lens

Get

*Abstract
structures*



Put/Create