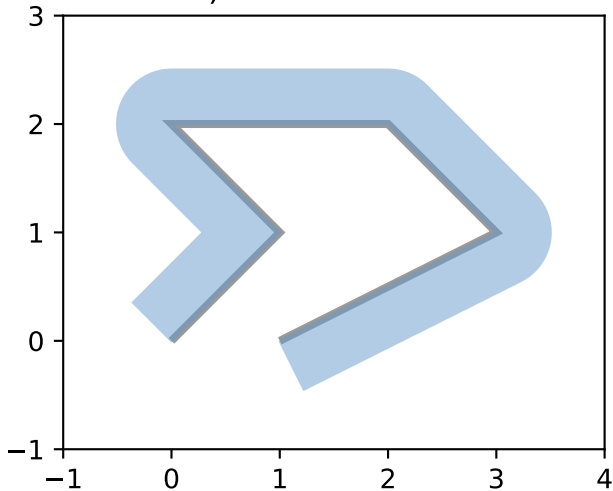


a) left hand buffer



b) right hand buffer

