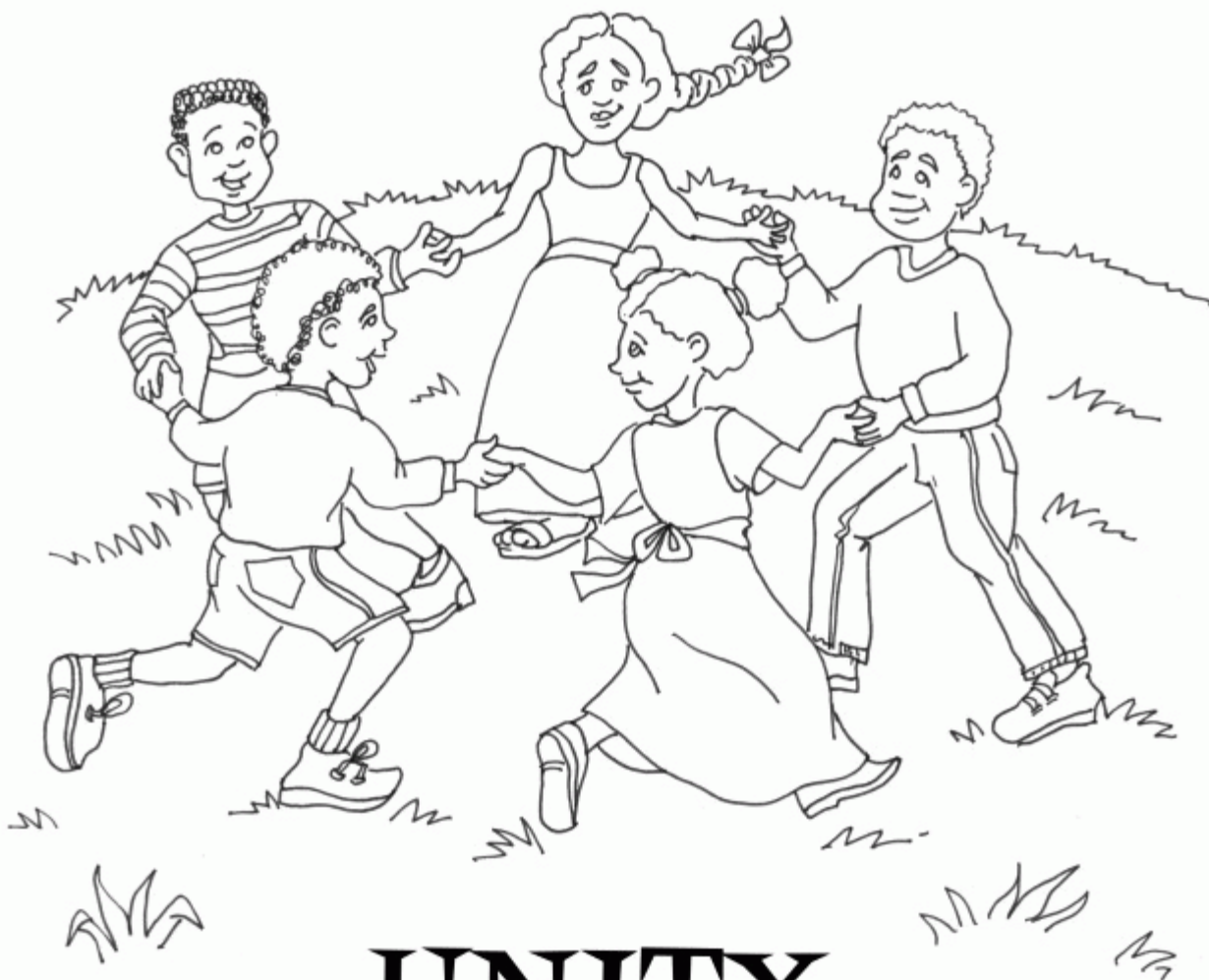


UMOJA



UNITY