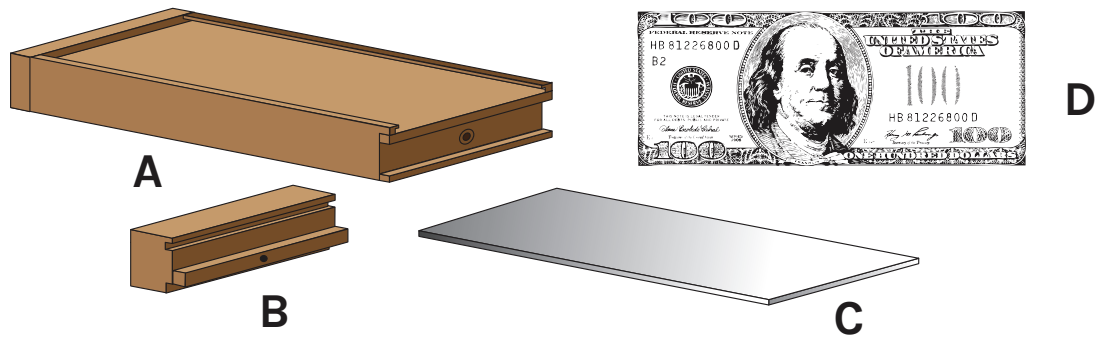
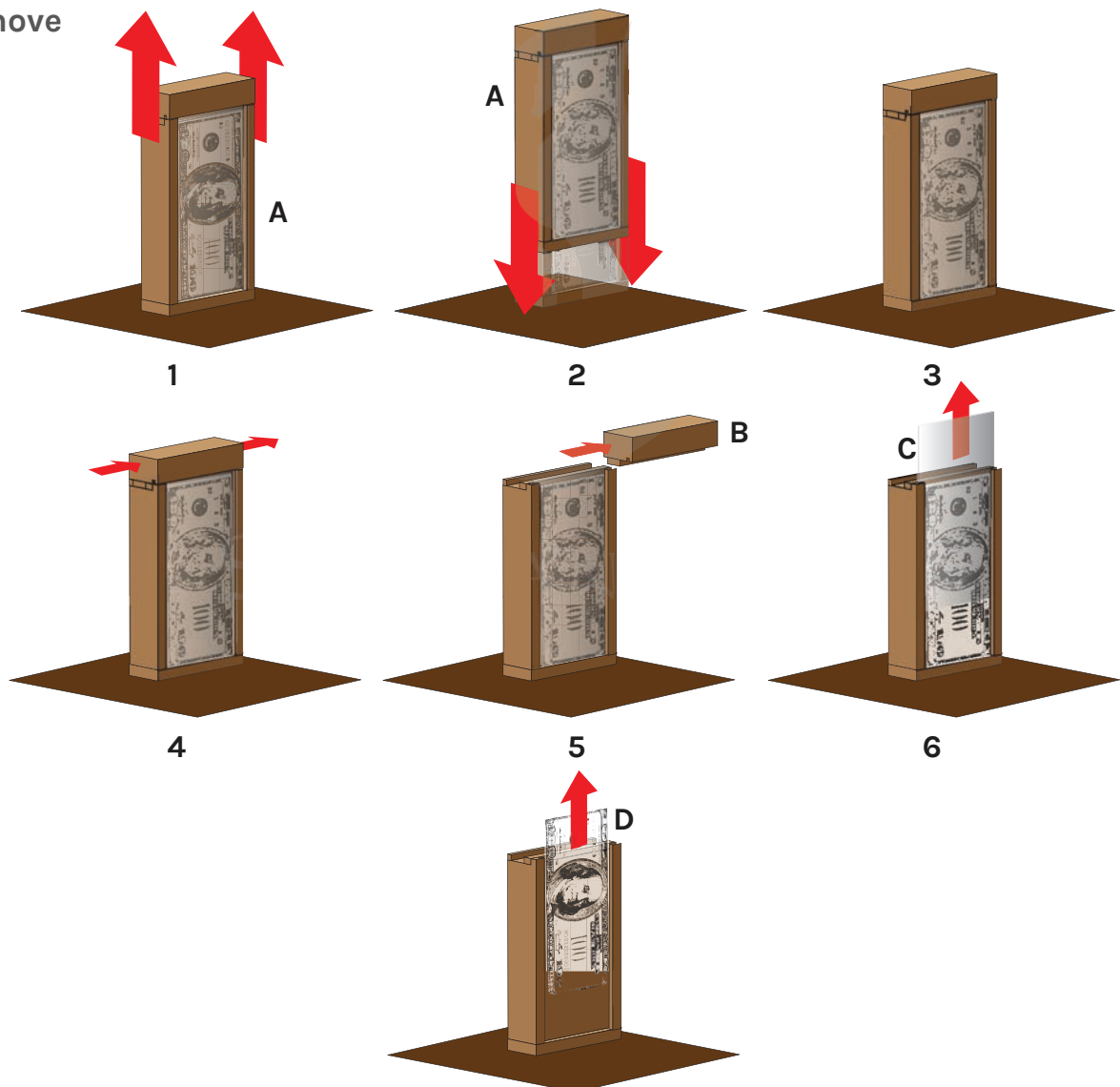


UNDER LOCK AND KEY



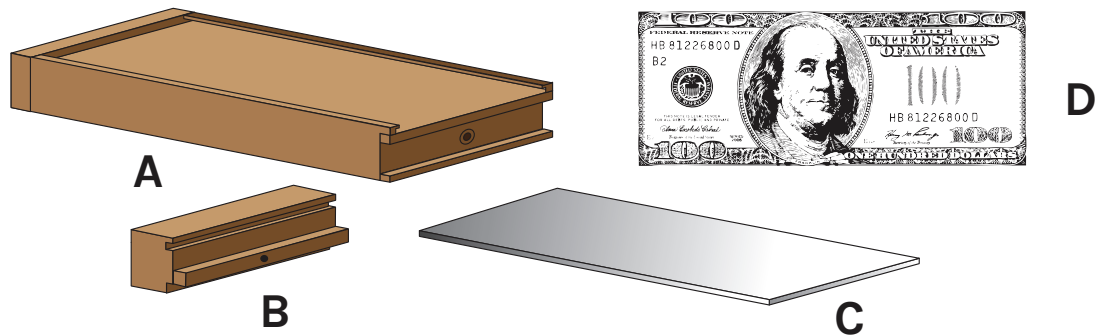
Components

To Remove



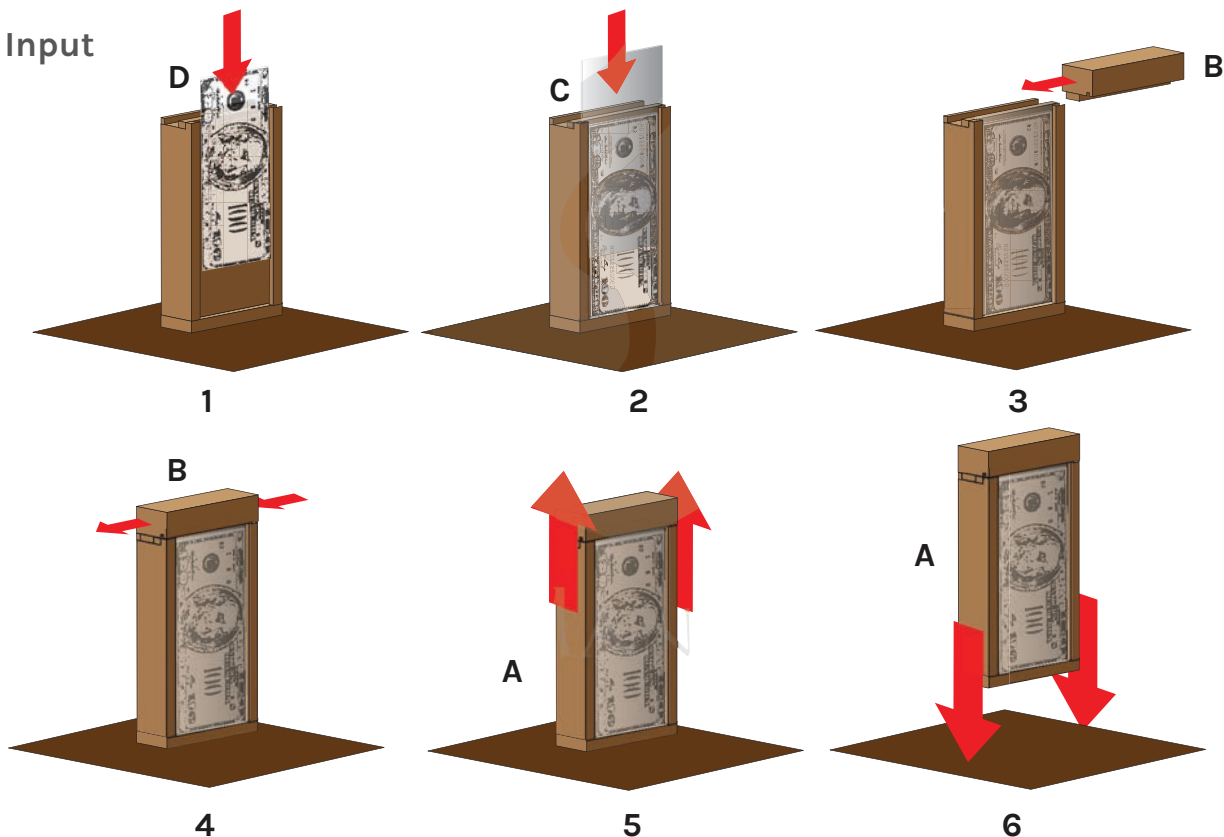
Final

UNDER LOCK AND KEY



Components

To Input



Final