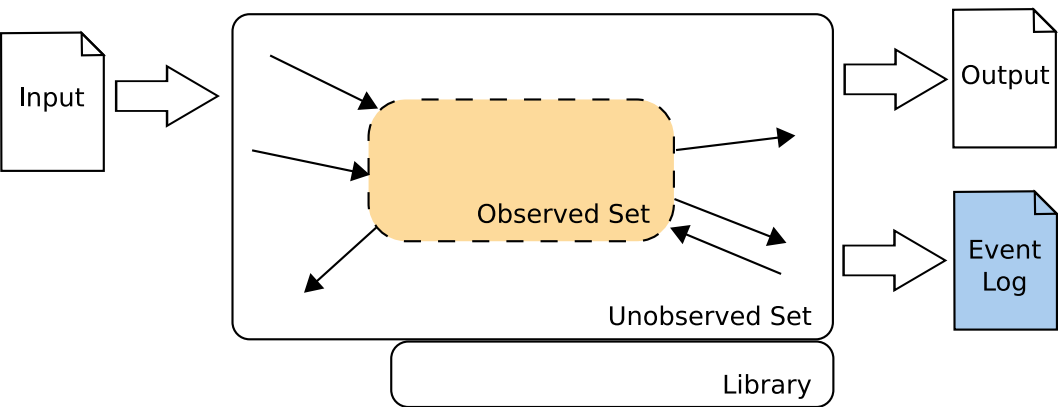


Capture Phase



Replay Phase

