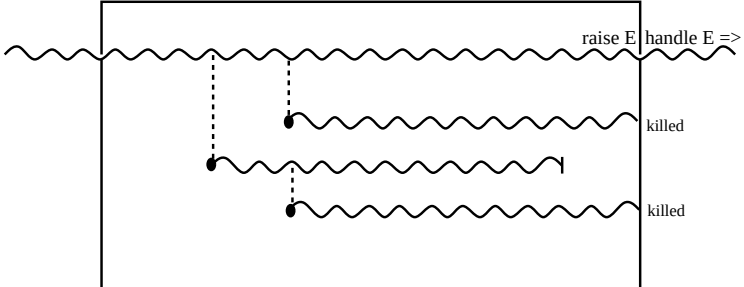
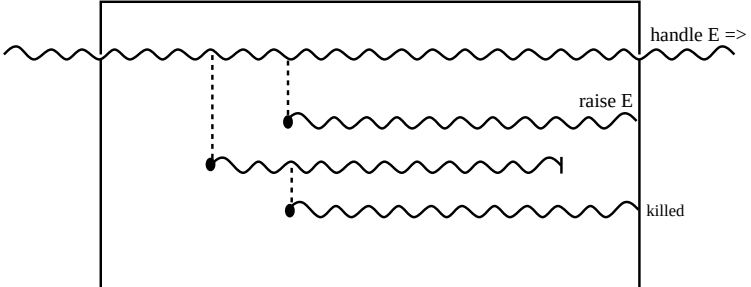

raise E handle E =>
killed
killed


handle E =>
raise E
killed