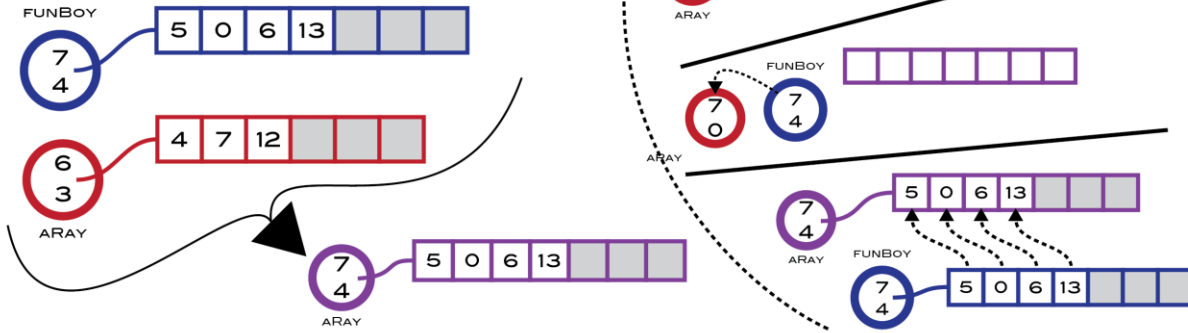


Bonus Drawings:

ASSIGNMENT `ARRAY = FUNBOY;`



== COMPARISON RESULTS

