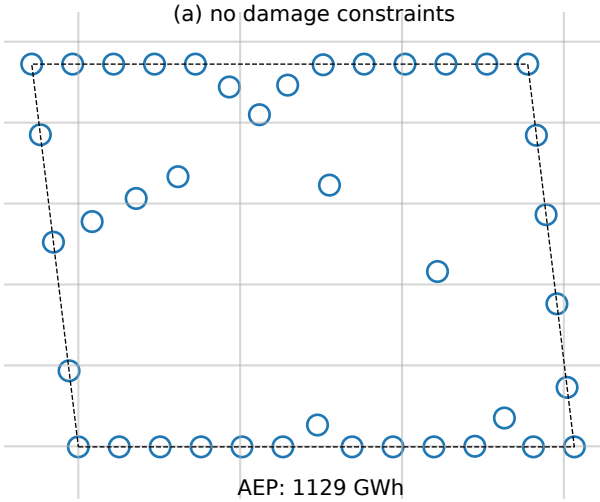


(a) no damage constraints



(b) with damage constraints

