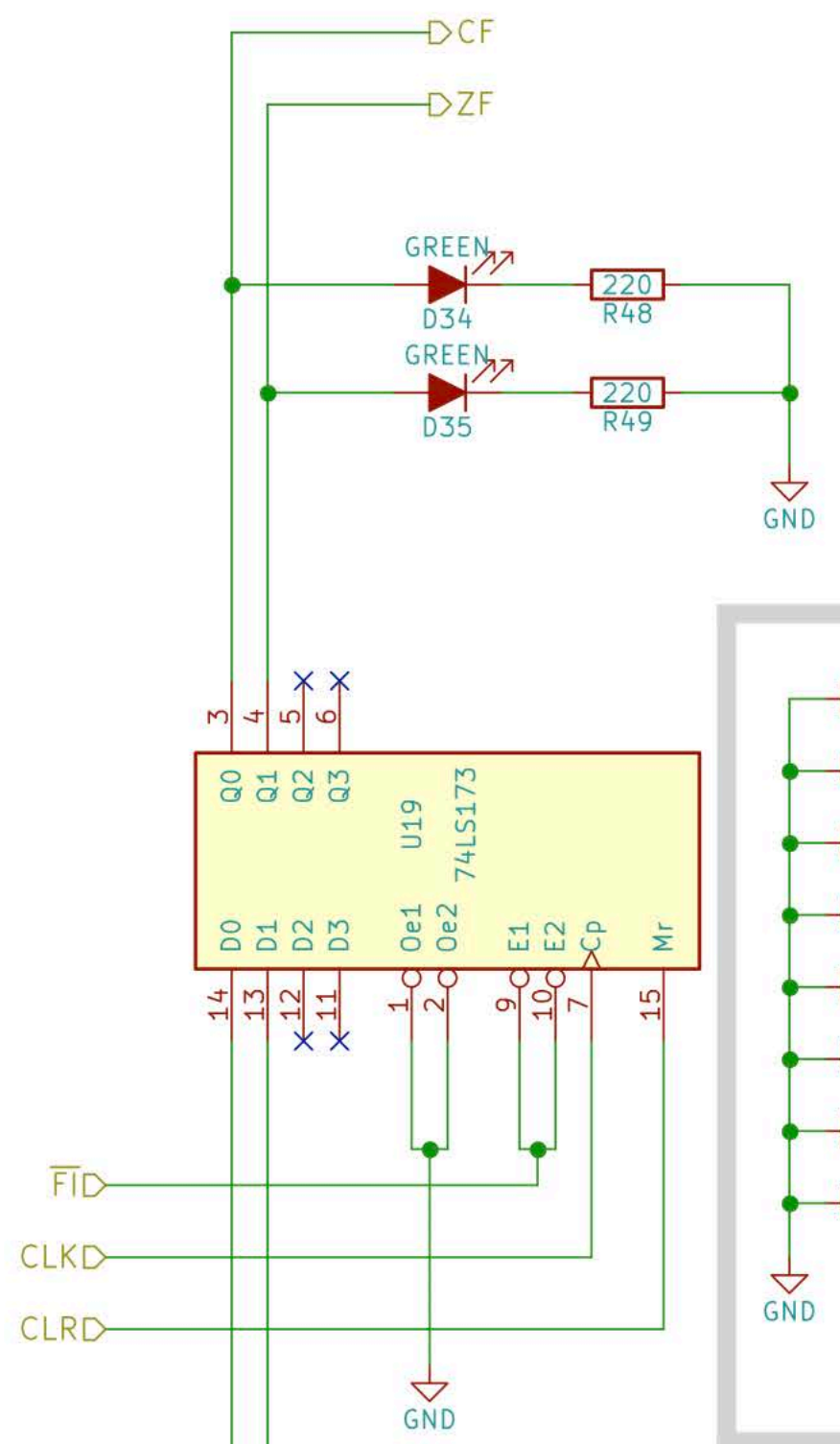


# Flags register



# ALU

