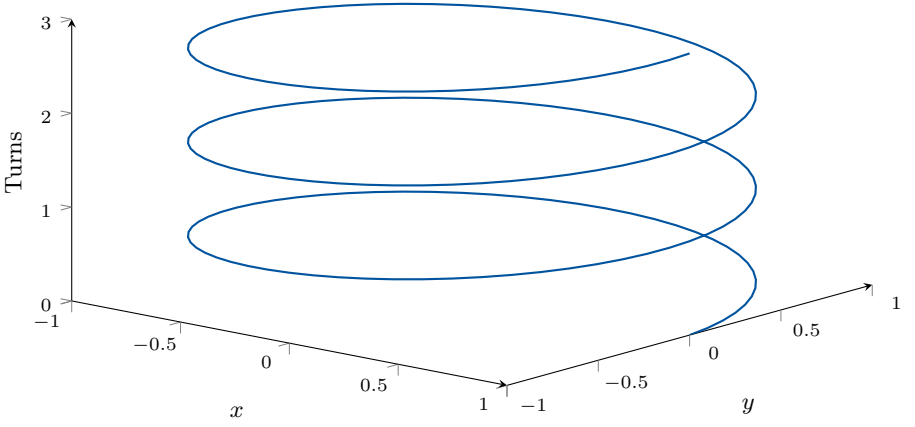

Turns
3
2
1
0
−1
−0.5
0
0.5
1
x
−1
−0.5
0
0.5
1
y