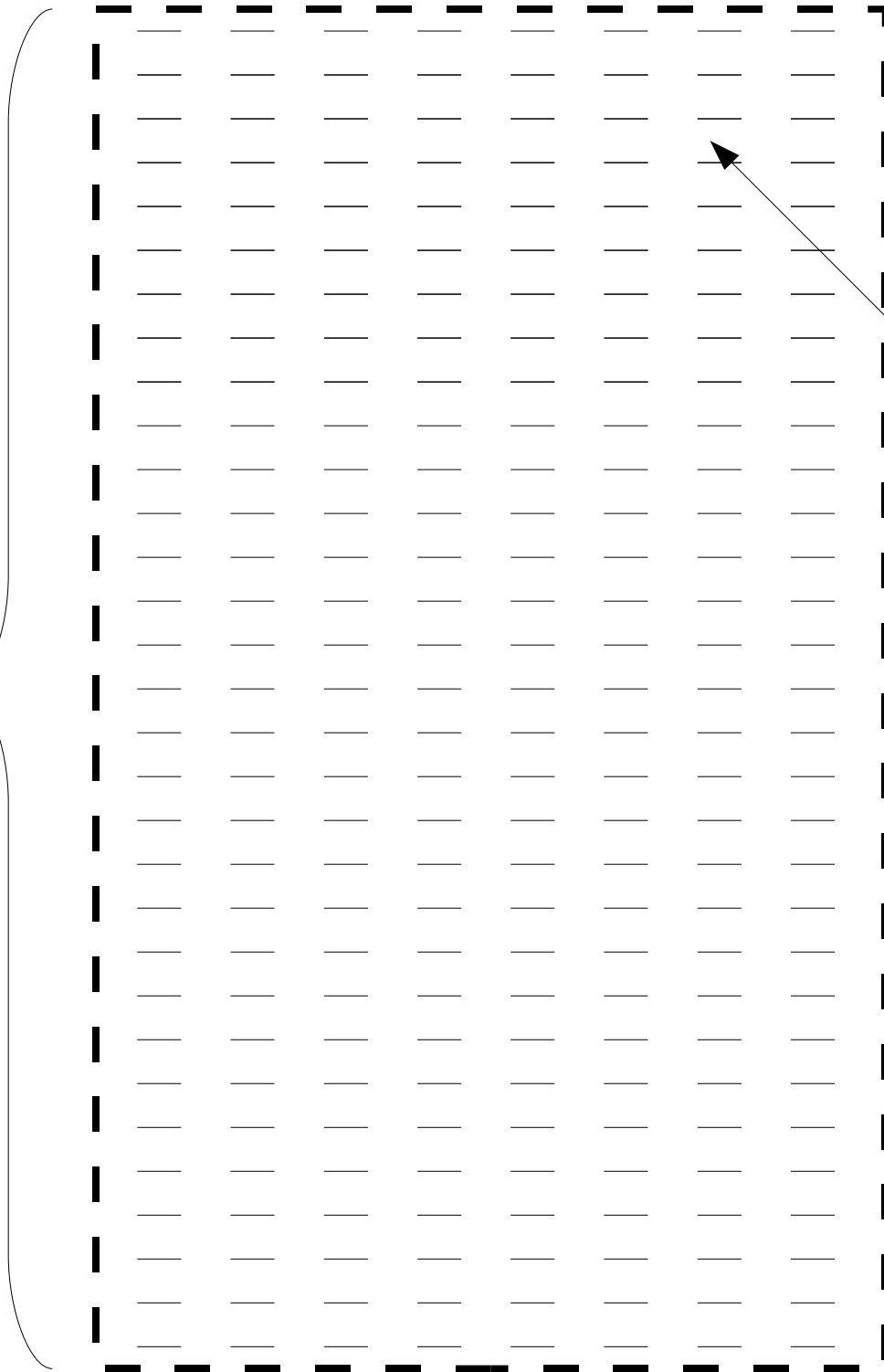


A BufferedMatrix
object



A data value stored in
the matrix