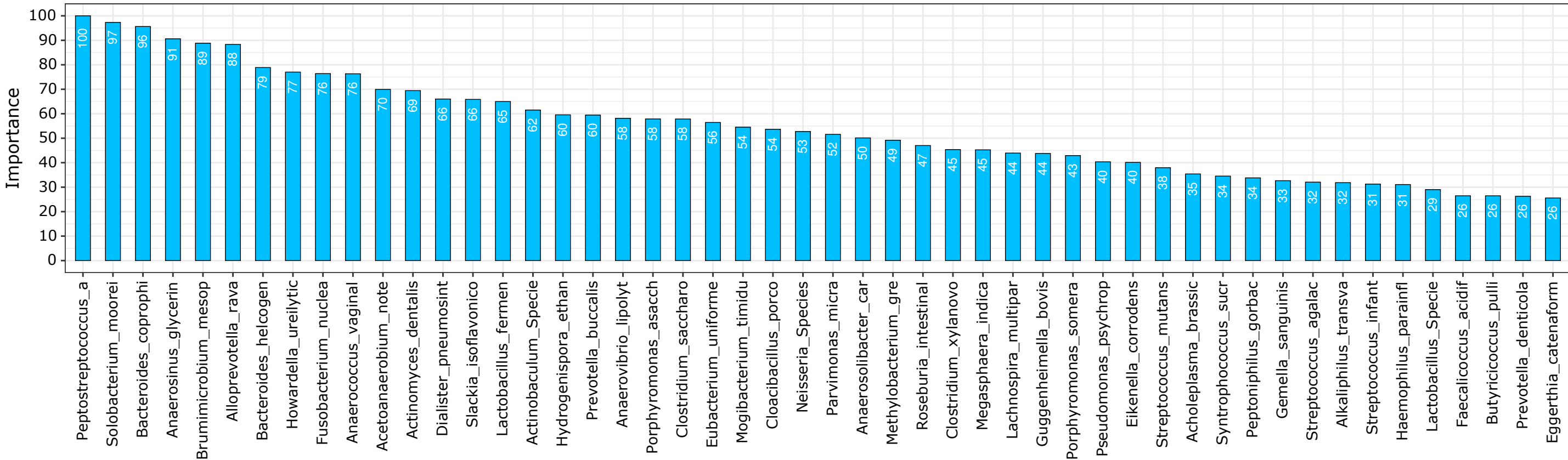


# Species



Method: random\_forest