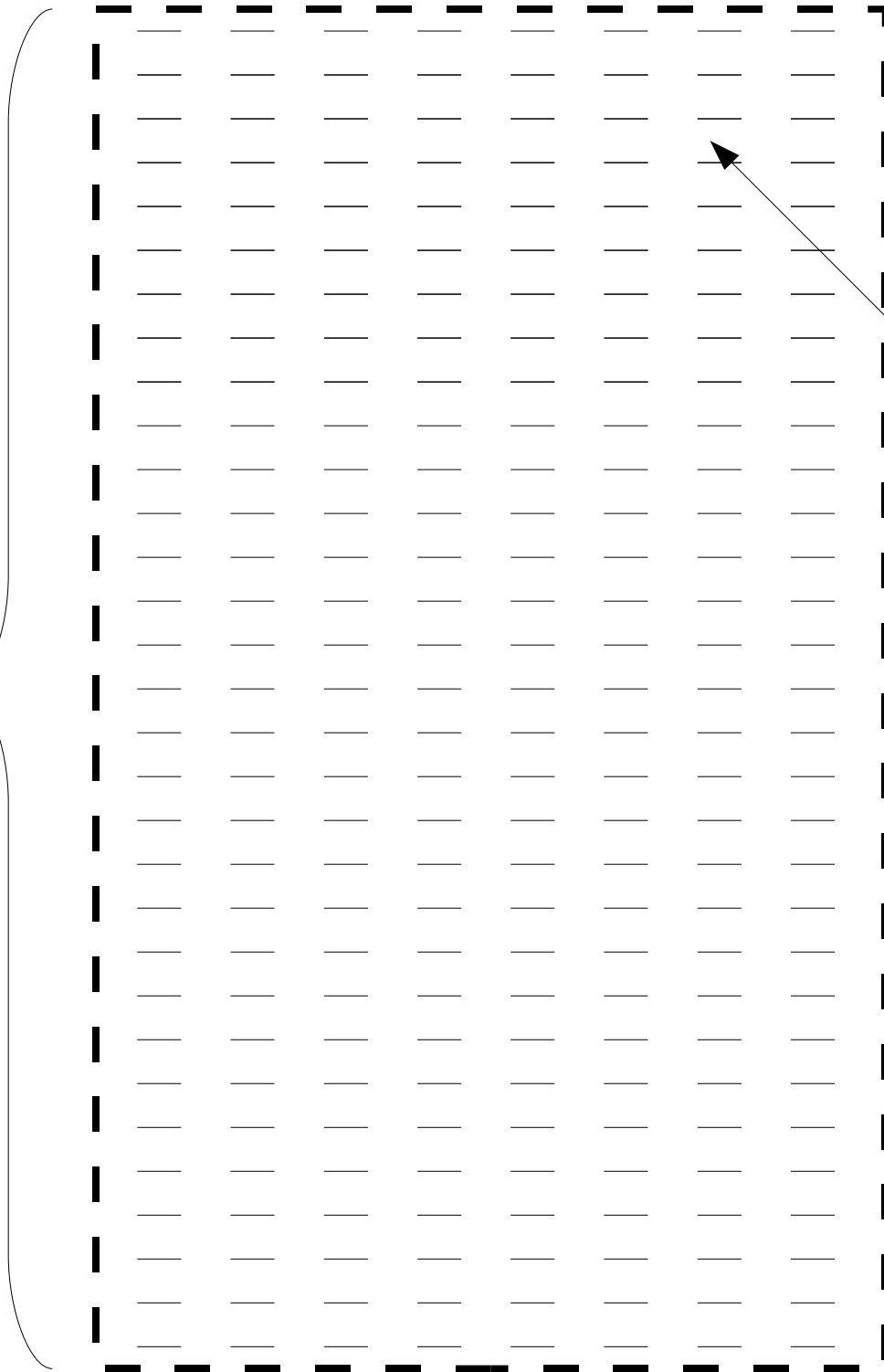


A BufferedMatrix  
object



A data value stored in  
the matrix