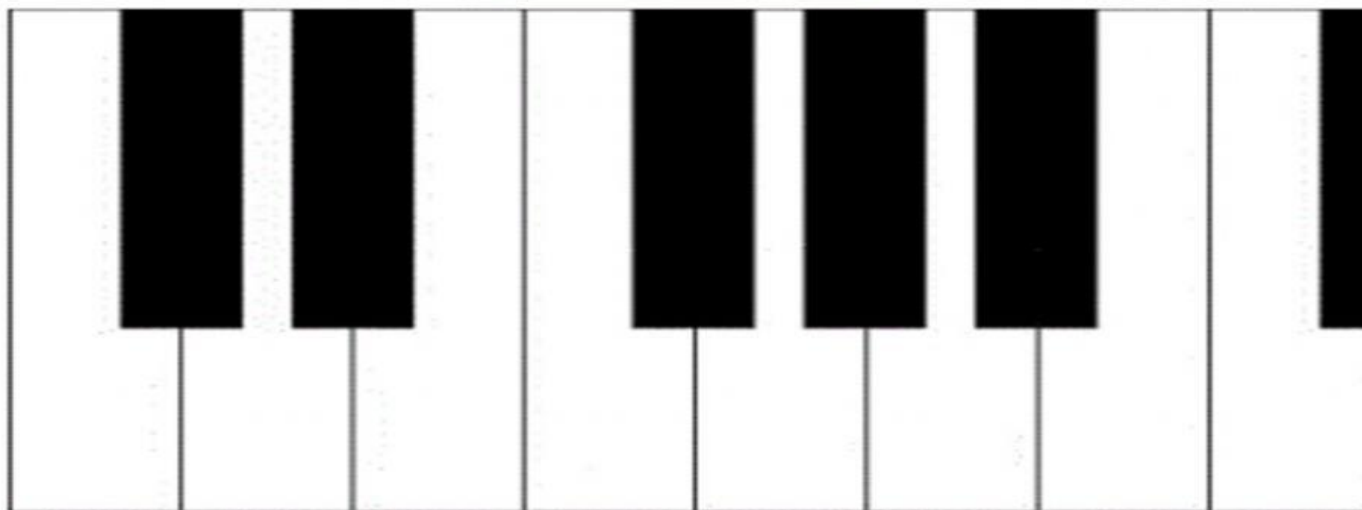


## Naming the keys



C C# D D# E F F# G G# A A# B C