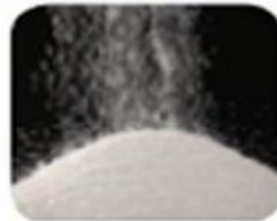


Select the odd one.



Write **C** for things you can count and **U** for things you cannot count.

