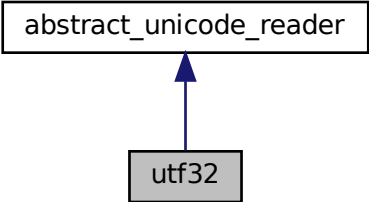


abstract_unicode_reader



```
graph BT; utf32 --> abstract_unicode_reader
```

utf32