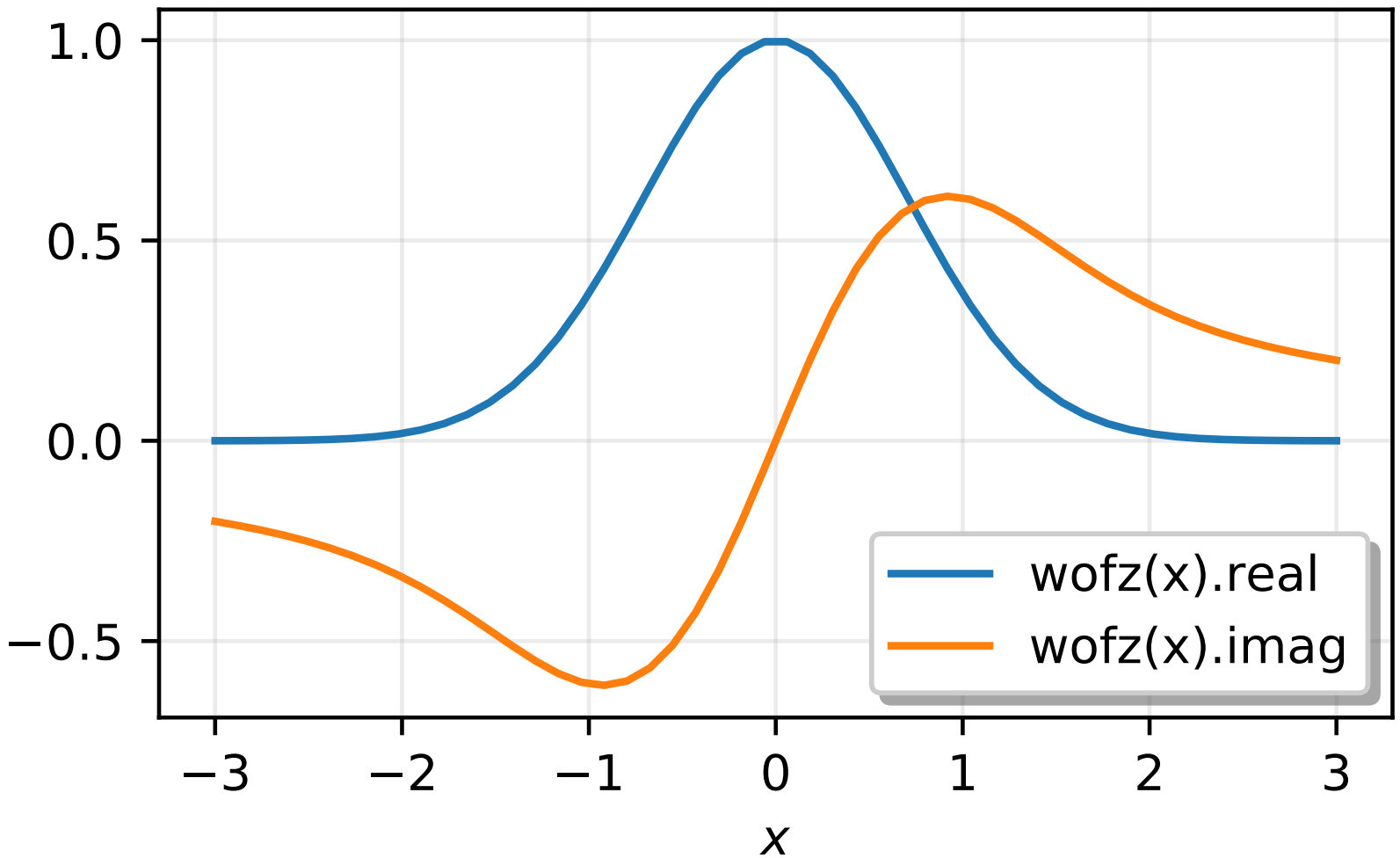

1.0
0.5
0.0
−0.5
−3
−2
−1
0
1
2
3
x
wofz(x).real
wofz(x).imag