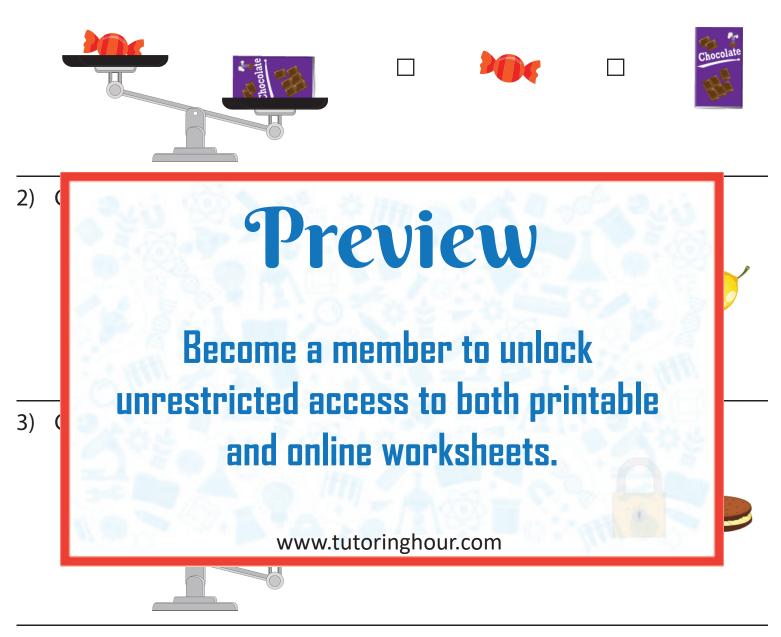
## Heavy vs. Light

1) Check the object that is lighter.



4) Check the object that is heavier.

