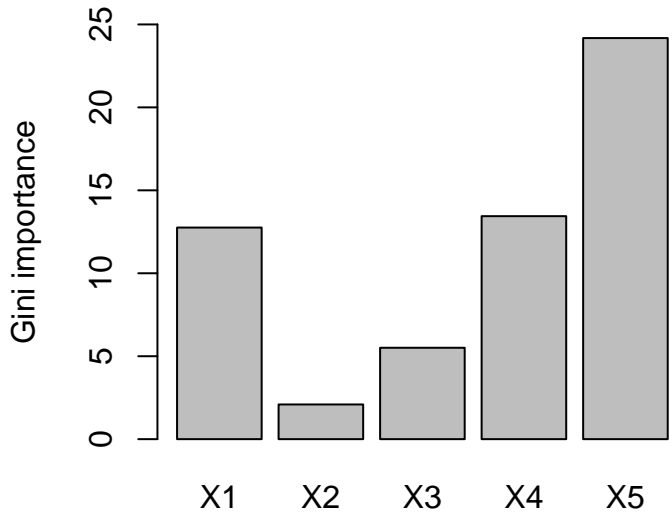


randomForest, replace=TRUE



randomForest, replace=FALSE

