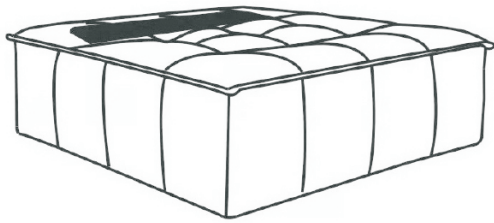




Ax1




Bx1



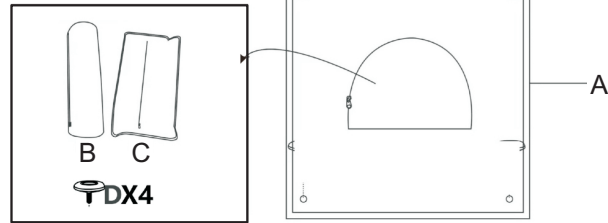
Cx1



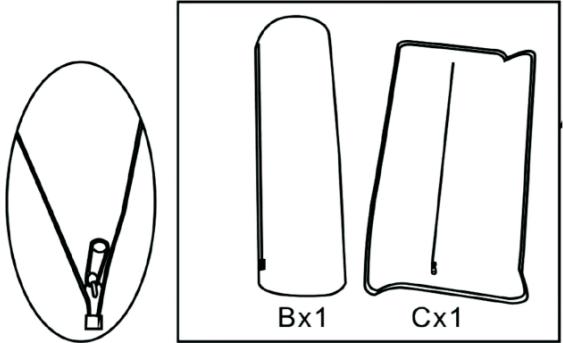
Dx4



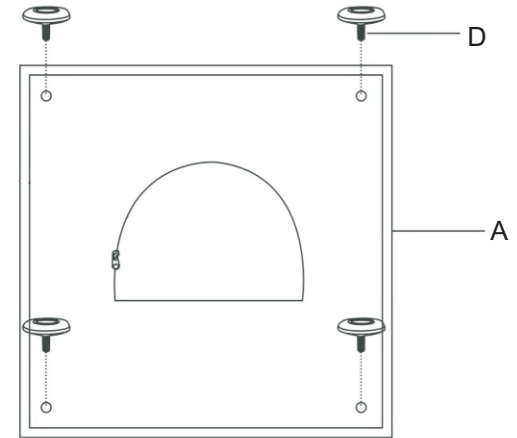
1



3



2



4

