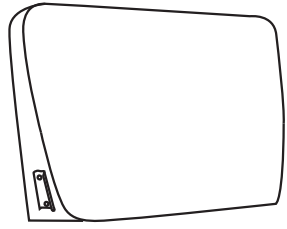
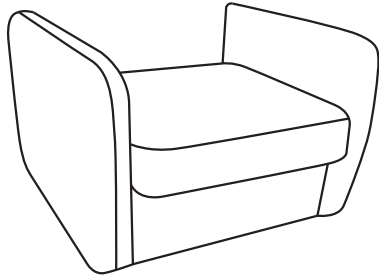


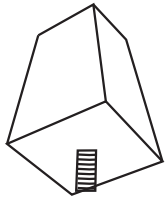
Ax1



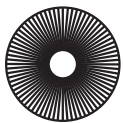
Bx1



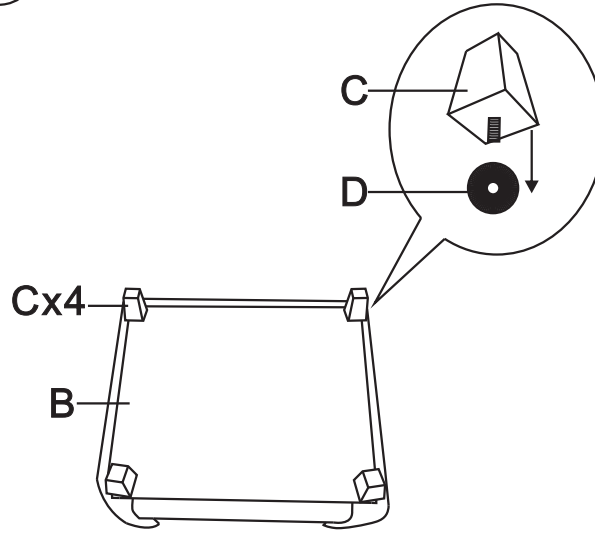
Cx4



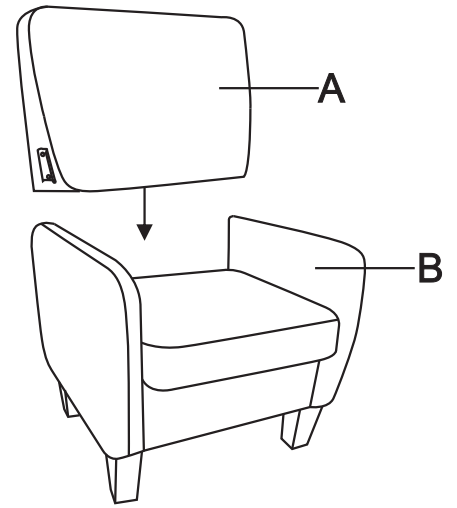
Dx4



1



2



3

