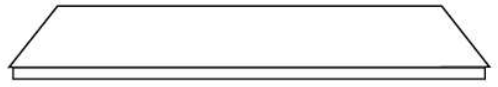


Ax1



Bx1



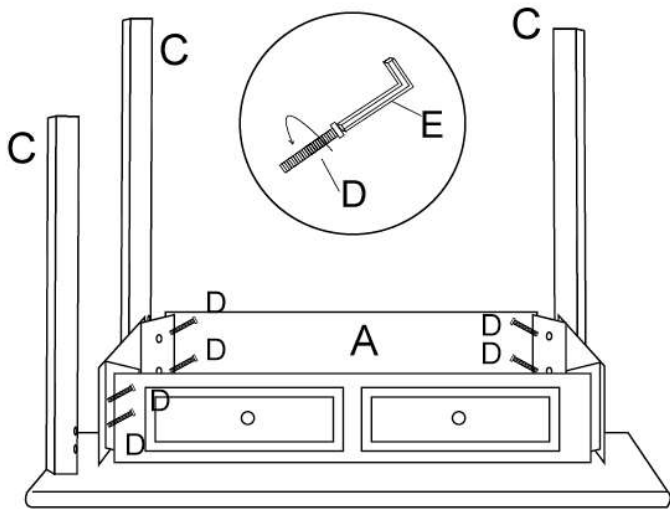
CX4



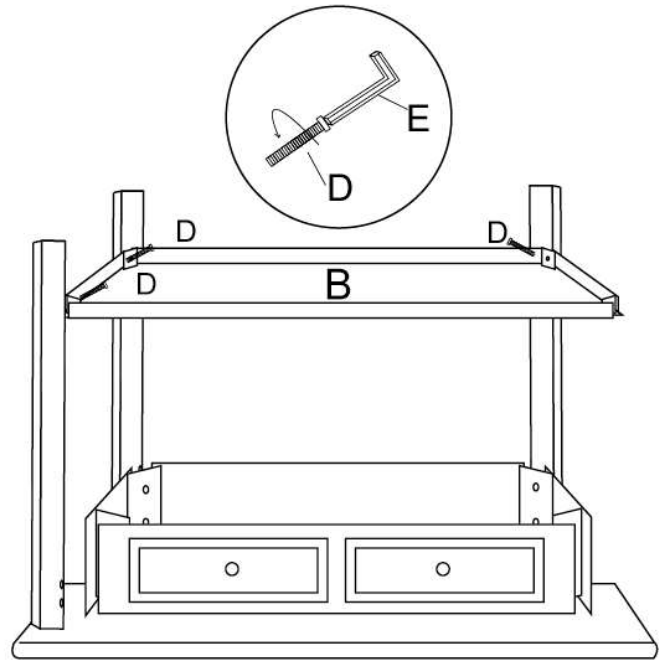
Dx12



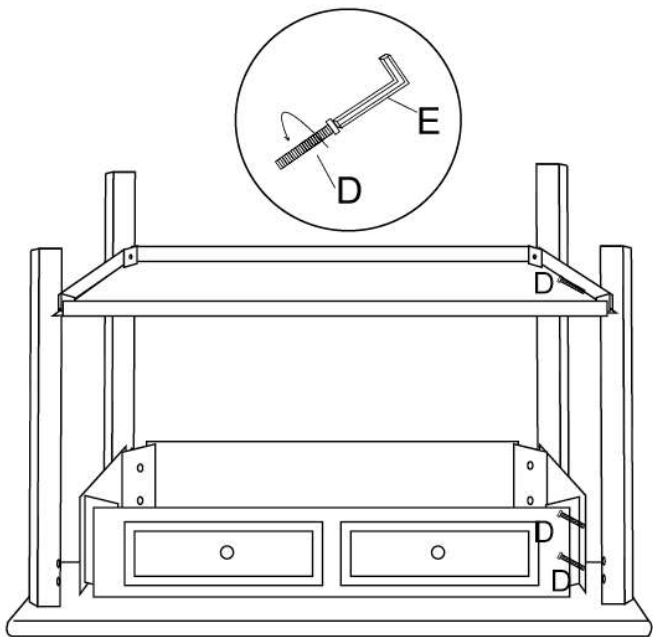
Ex1



1



2



3



4