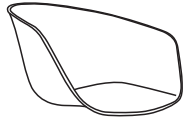
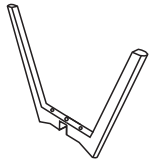


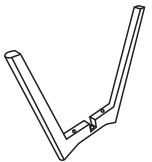
Ax1



Bx1



Cx1



Dx1



Ex4



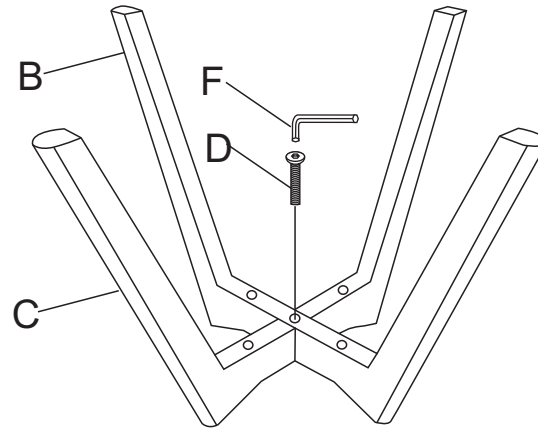
Fx1



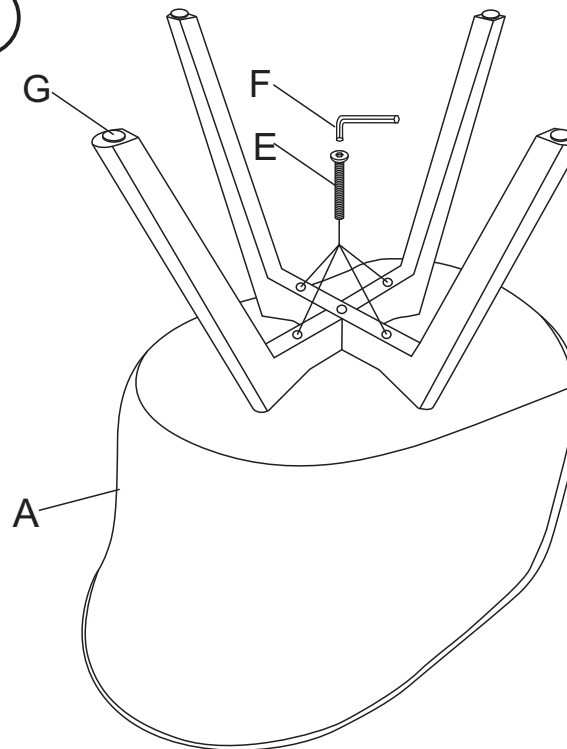
Gx4



1



2



3

