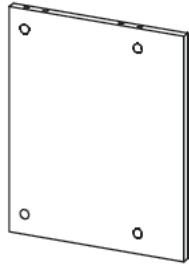
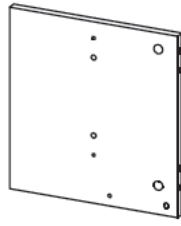


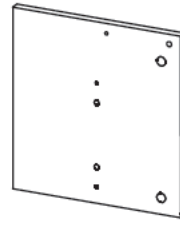
Ax1



Bx1



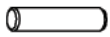
Cx1



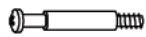
Dx1



Ex1



Fx10



Gx10

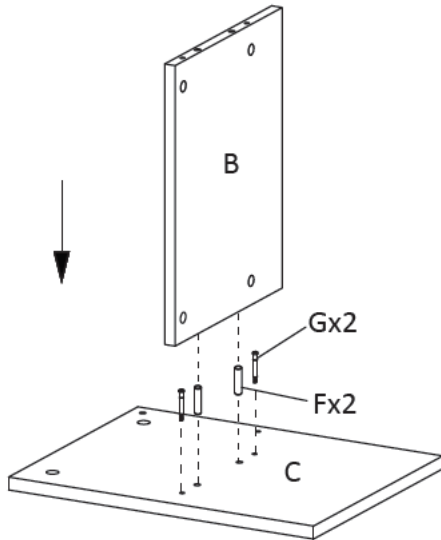


Hx10

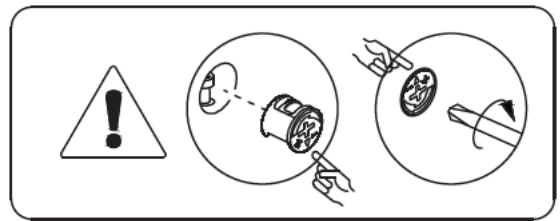


x1

①



②



③

