

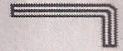
Ax1



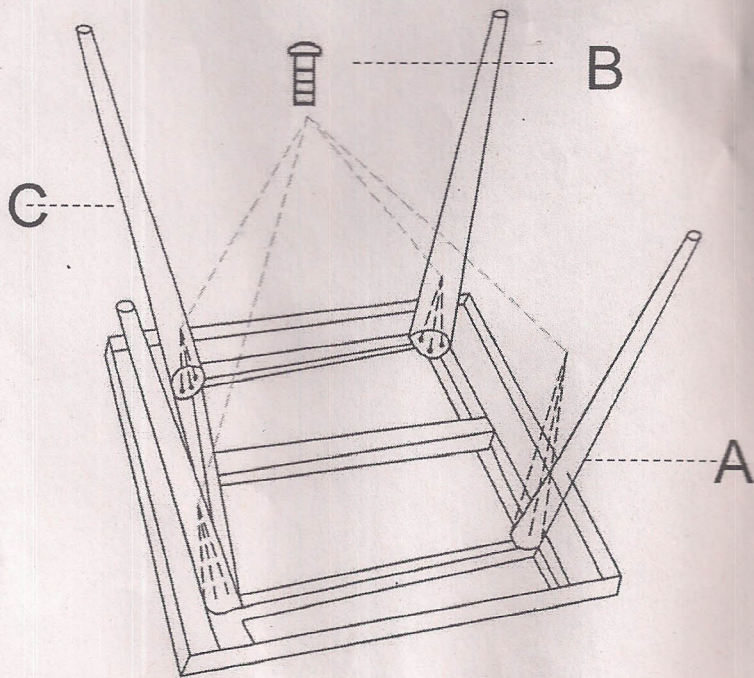
Bx12



Cx4



1



2

