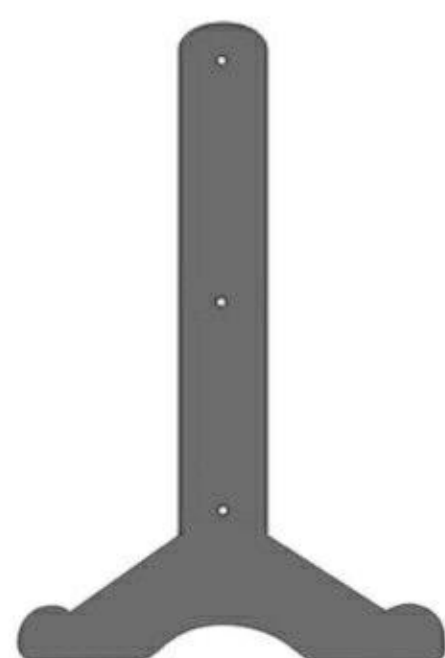




Ax1



Bx2



Cx1



Dx1



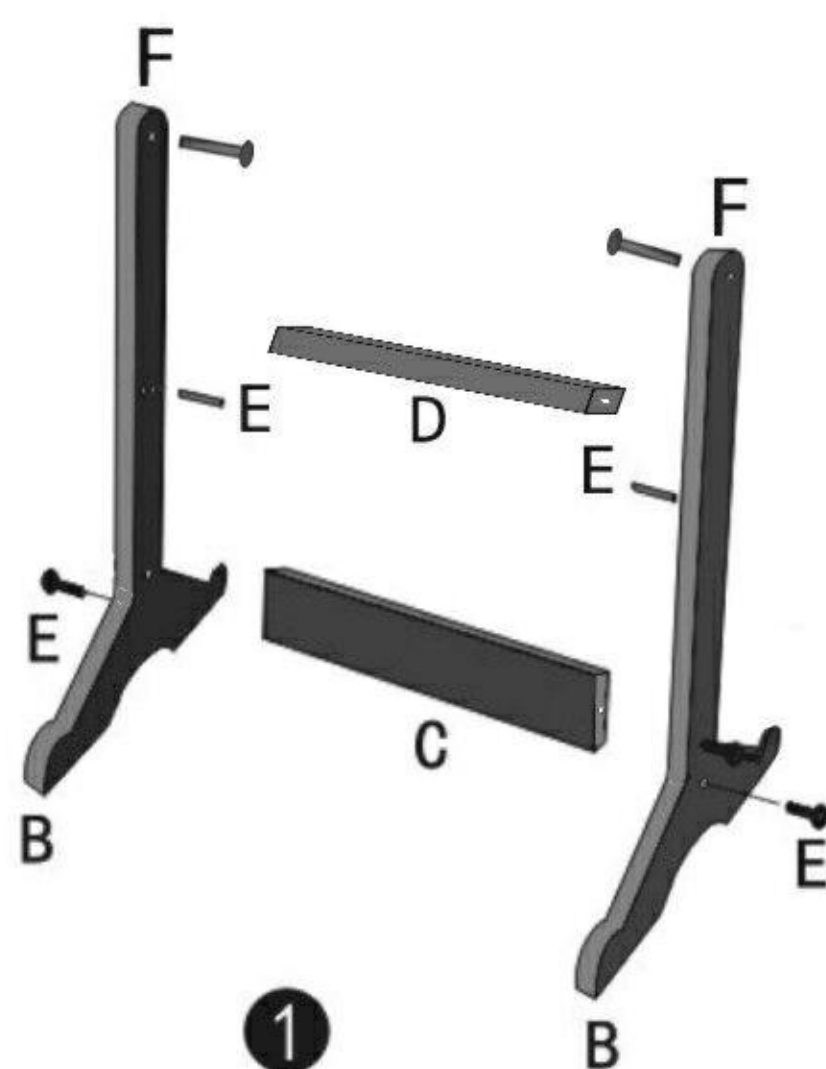
Ex4



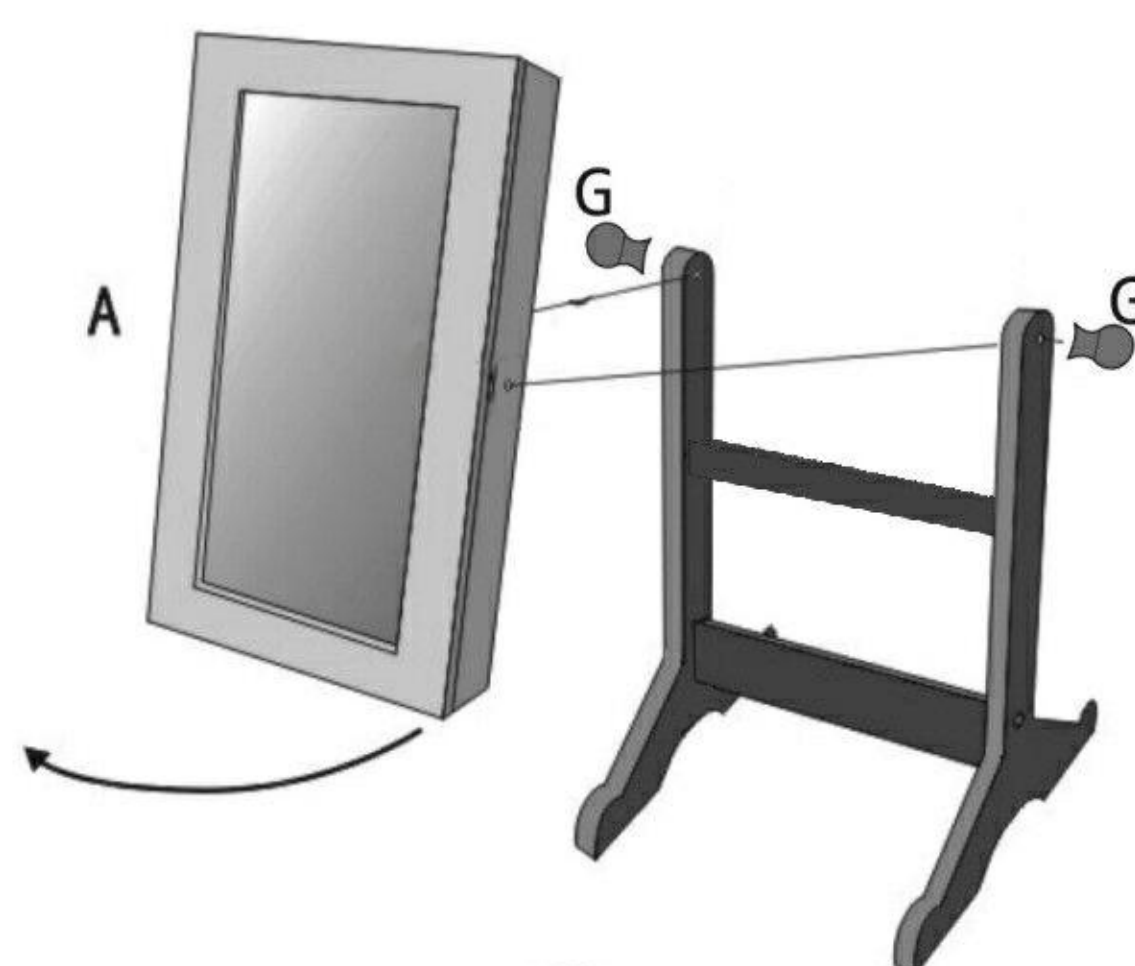
Fx2



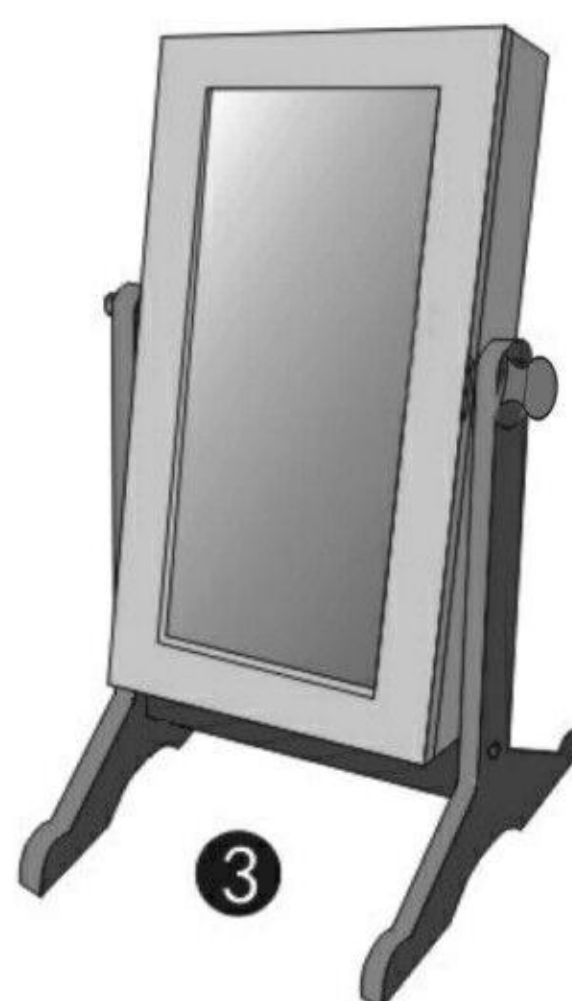
Gx2



1



2



3