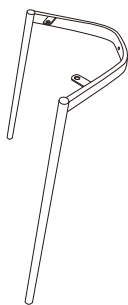


Ax1



Bx1



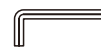
Cx1



Dx5

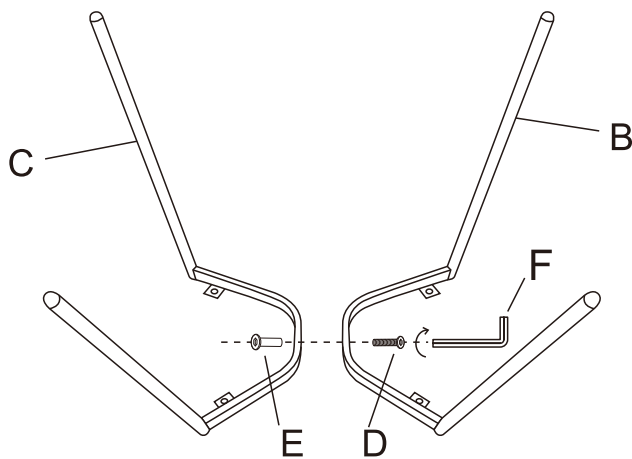


Ex1

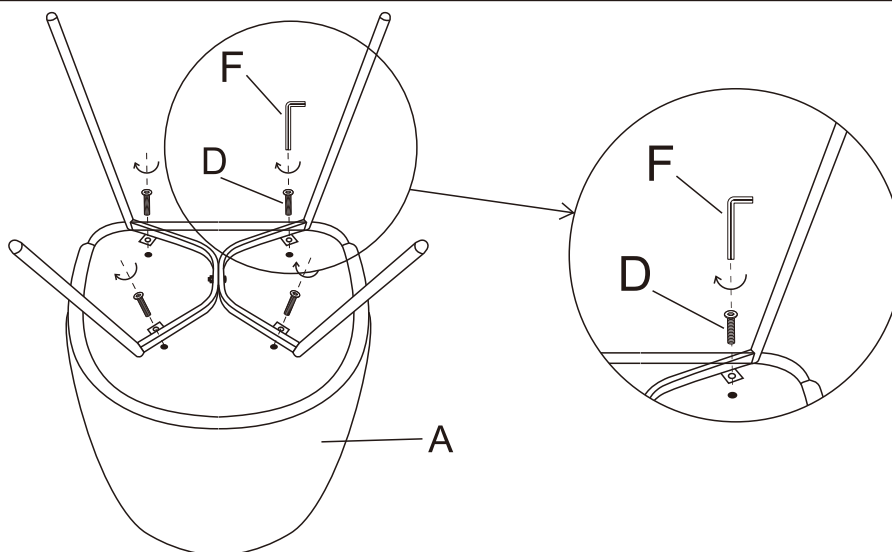


Fx2

1



2



3

