

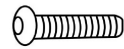
Ax1



Bx2



Cx2

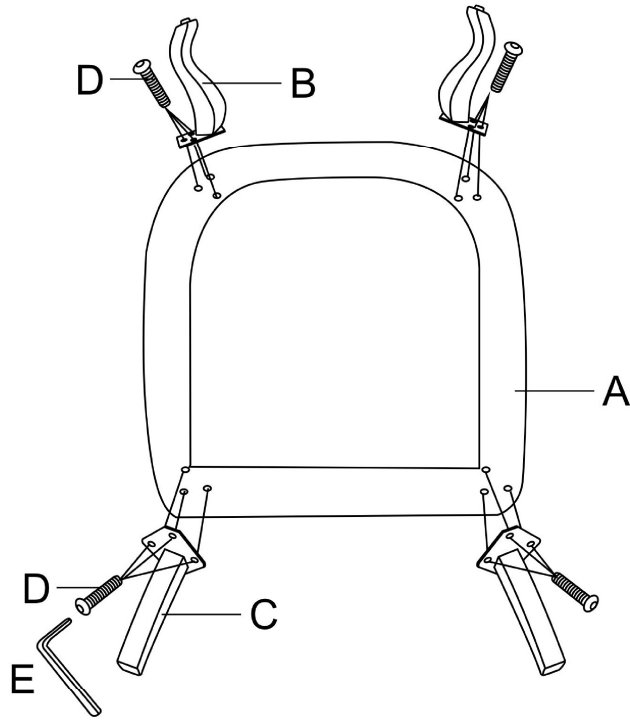


Dx12



Ex1

1



2

