



Bx16



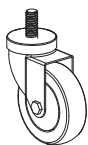
Cx4



Dx1



Jx4



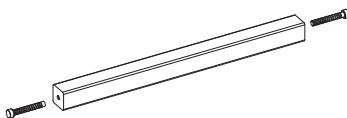
Ex2



Fx2

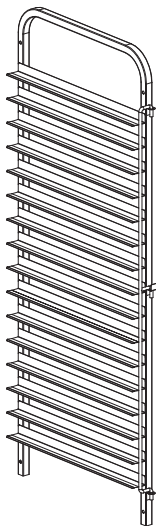


Ix4



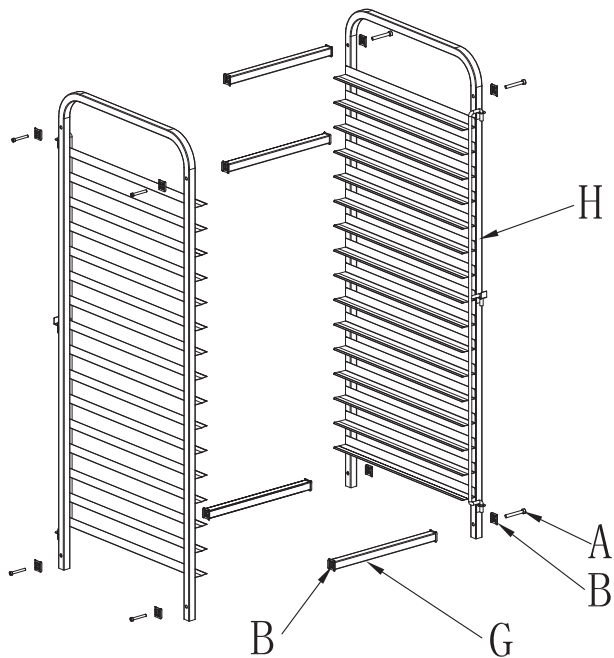
Ax8

Gx4

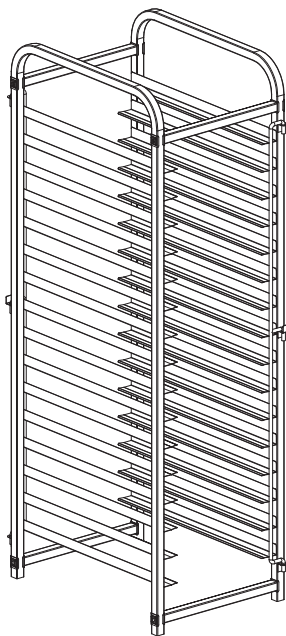


Hx2

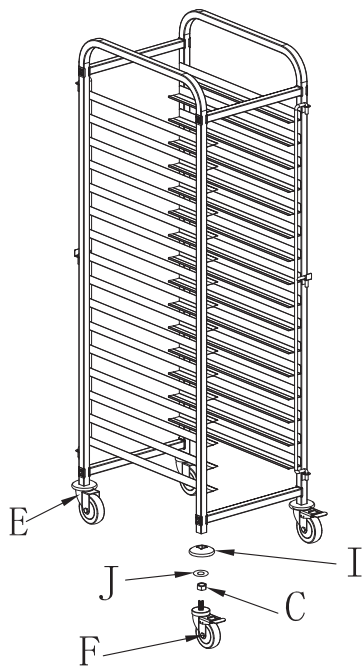
①



②



③



④

