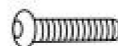


Ax1



Bx4

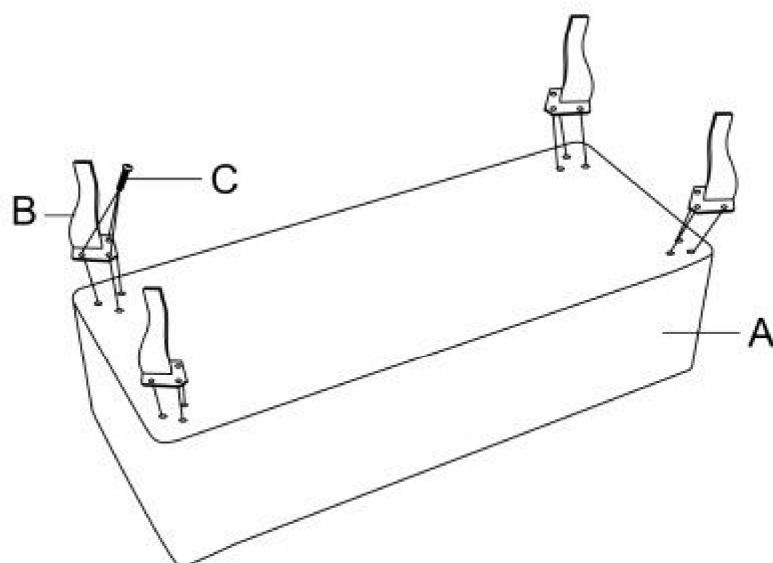


Cx12



Dx1

1



2

