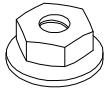
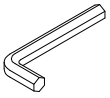


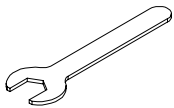
Ax4



Bx4



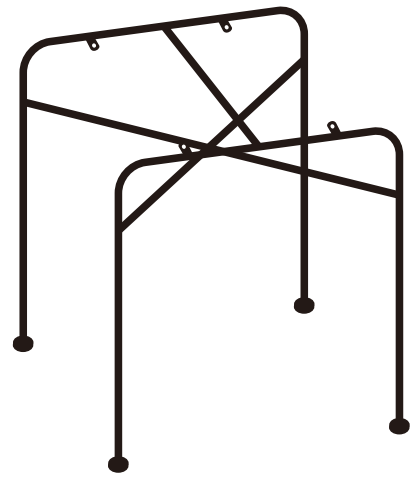
Cx1



Dx1

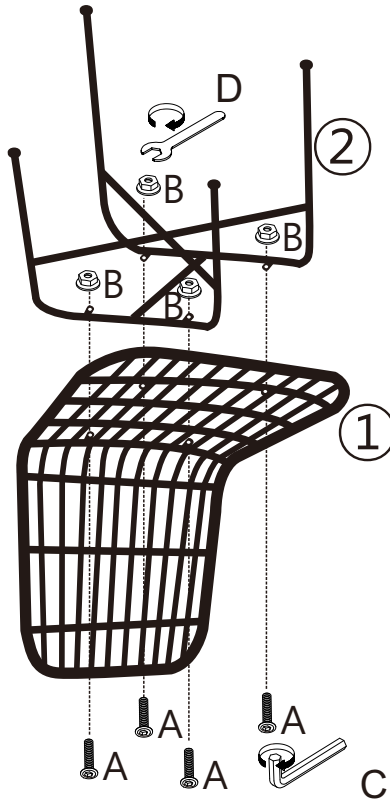


①x1



②x1

1



2

