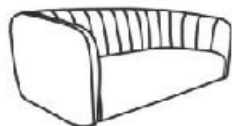


Ax1



Bx4



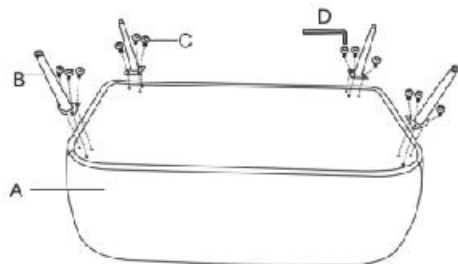
Cx16



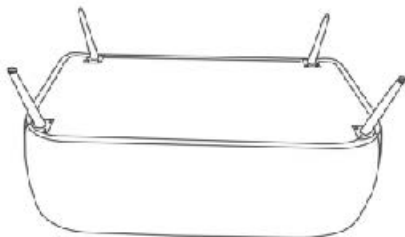
Dx1



1



2



3

