

Ax1



Bx1



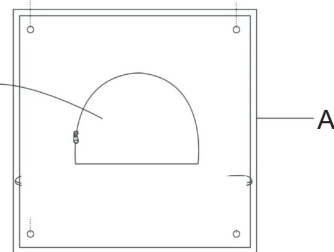
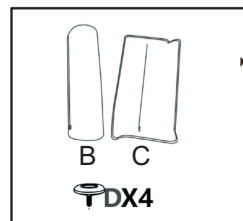
Cx1



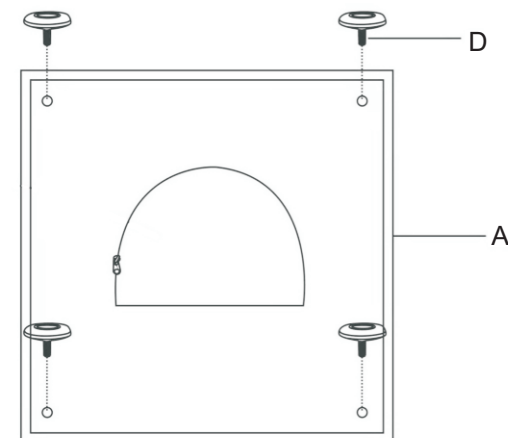
Dx4



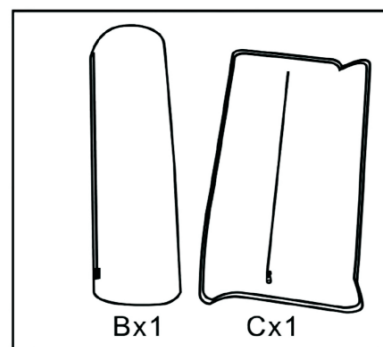
1



2



3



4

