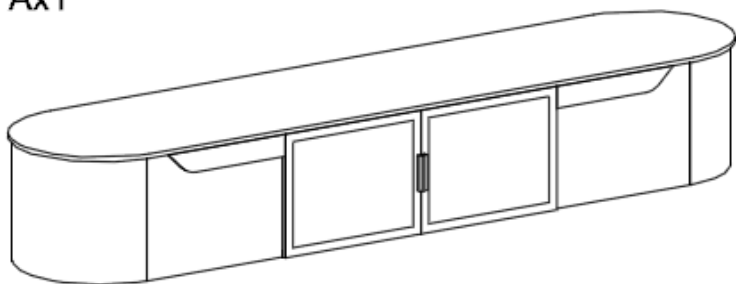


Ax1



Bx4



Cx2



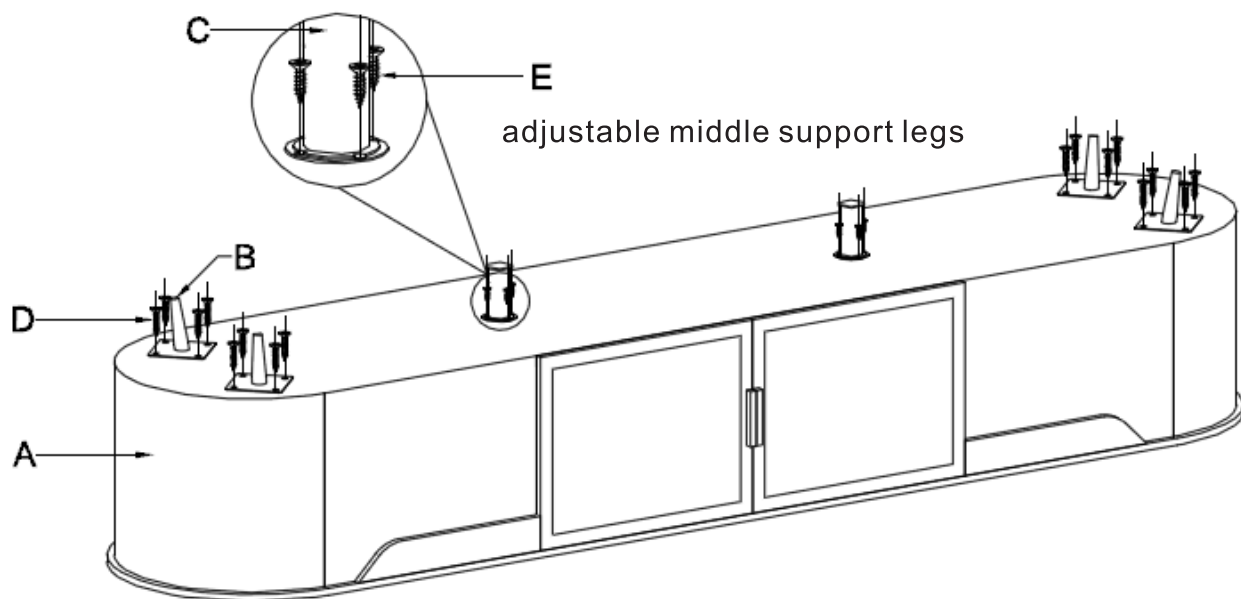
Dx16



Ex8



1



2

