

Ax1



Bx1

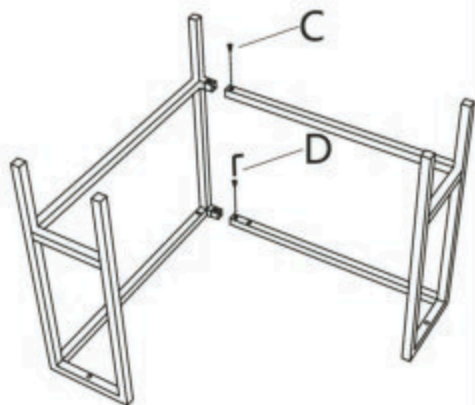


Cx6

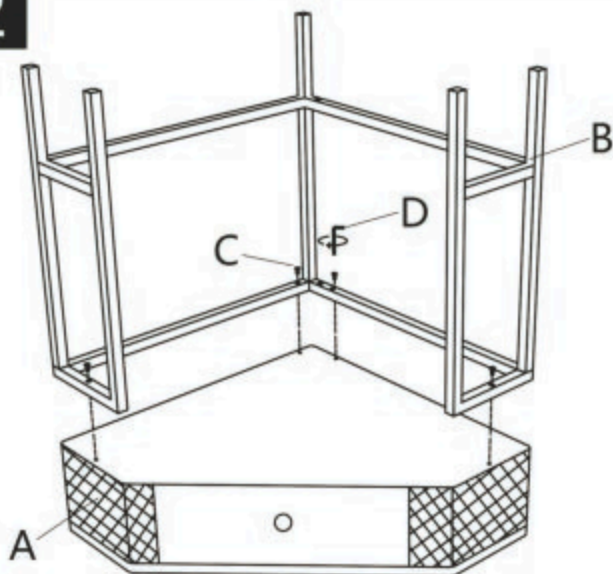


Dx1

1



2



3

