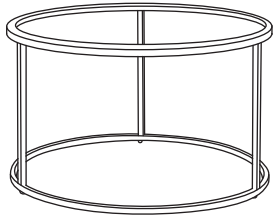


Ax1



Bx1



Cx1



Dx1

