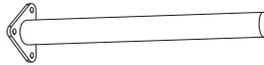


Ax1



Bx2



Cx2



Dx12

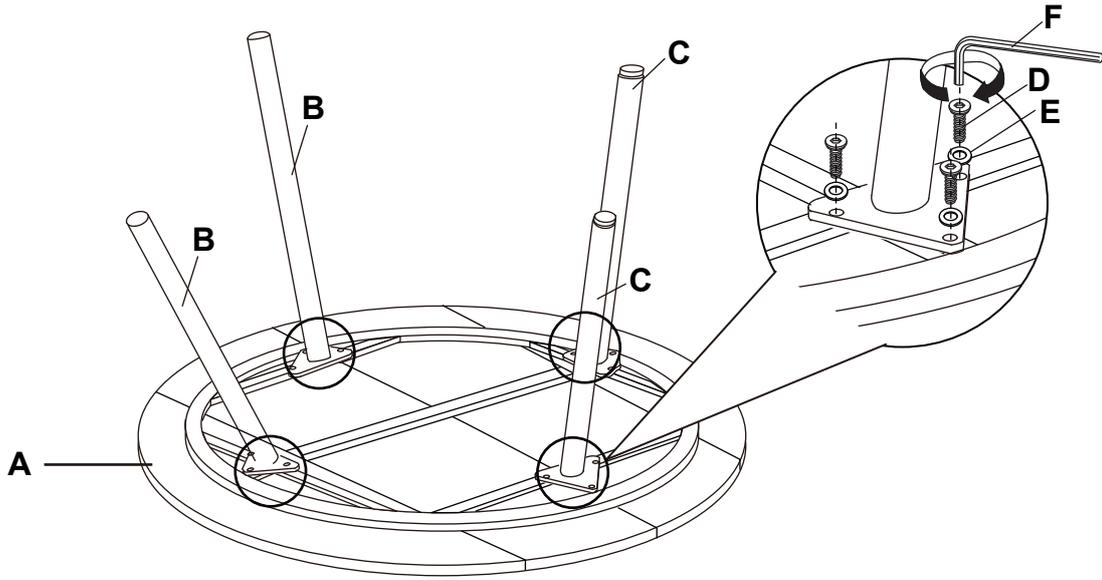


Ex12



Fx1

1



2

