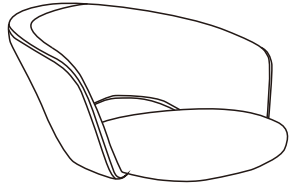


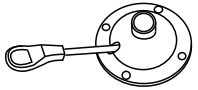
**Ax1**



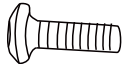
**Dx1**



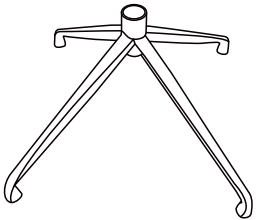
**Bx1**



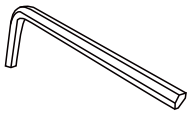
**Ex4**



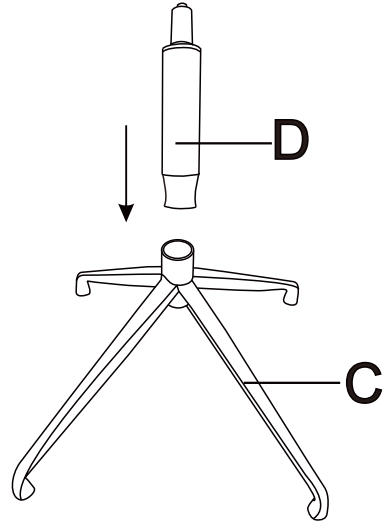
**Cx1**



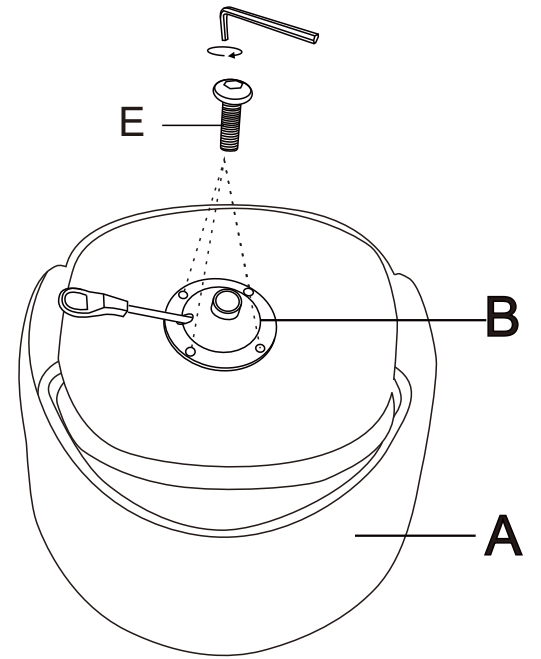
**Fx1**



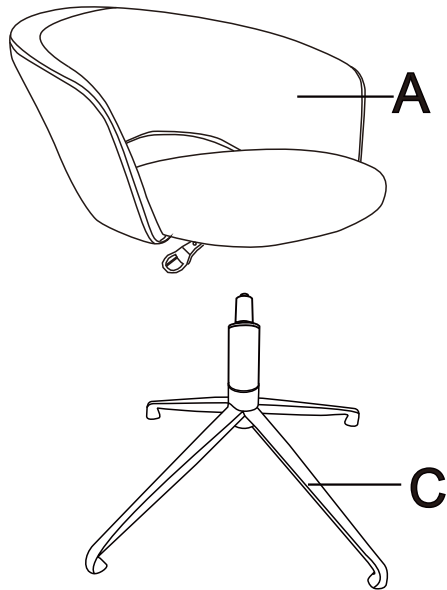
①



②



③



④

