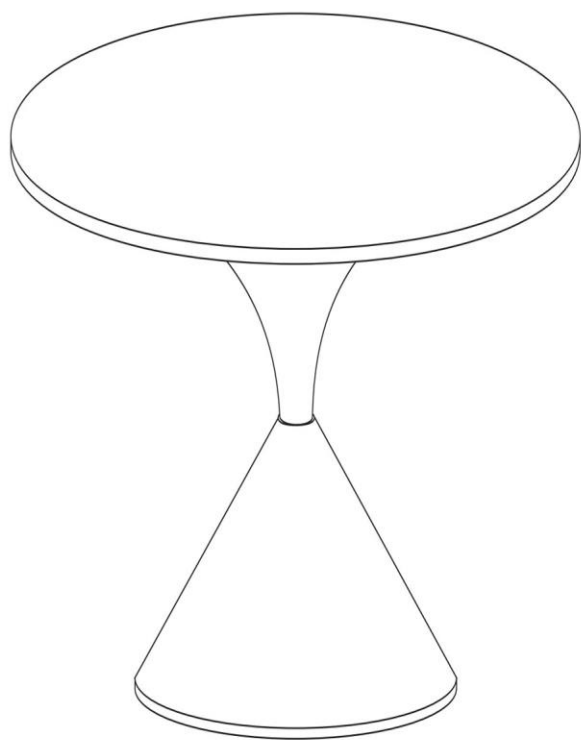
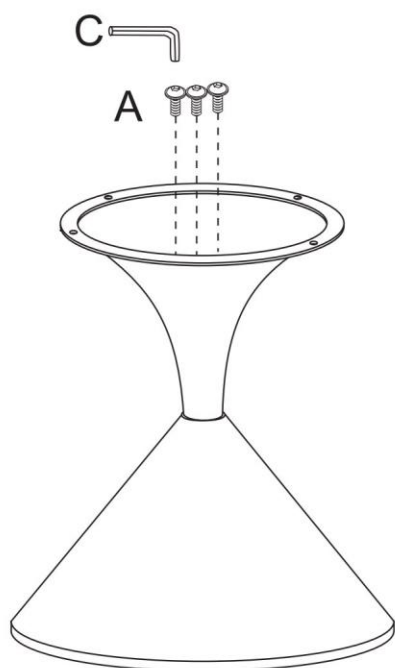




 Ax3	 Bx4
 Cx1	 Dx1

1.



2.

