



Bx16



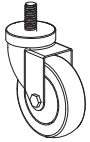
Cx4



Dx1



Jx4



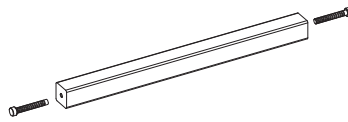
Ex2



Fx2

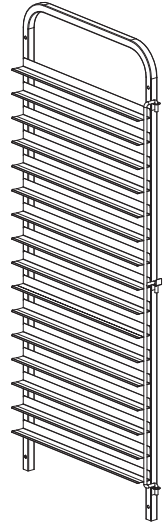


Ix4



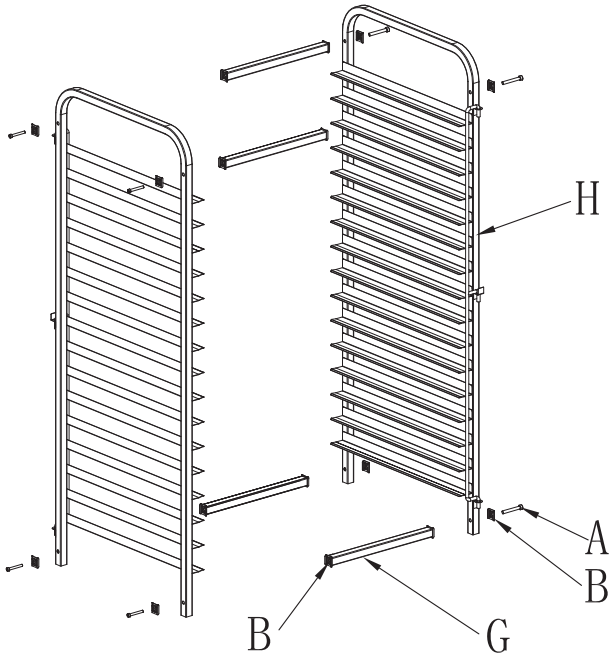
Gx4

Ax8

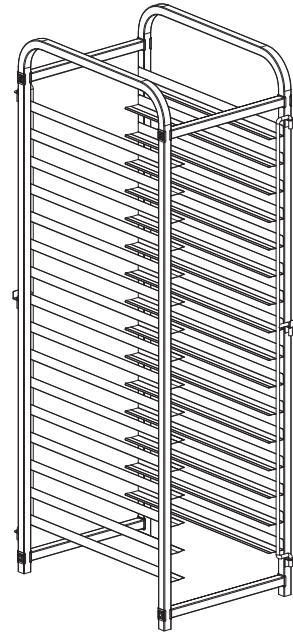


Hx2

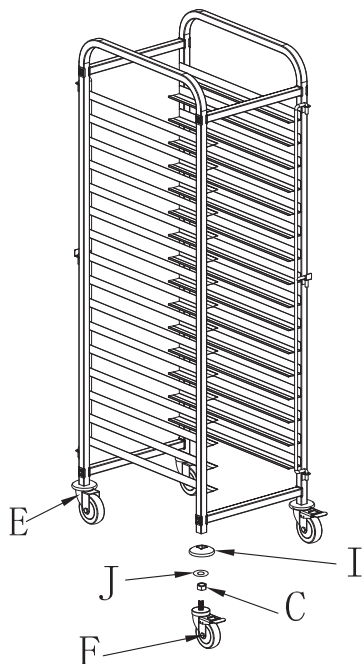
①



②



③



④

