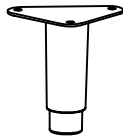


Ax1



Bx4



Cx12



Dx12

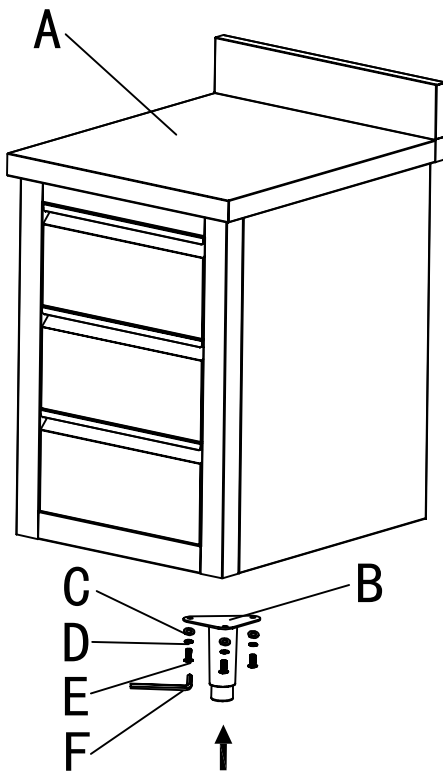


Ex12



Fx1

①



②

