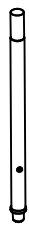
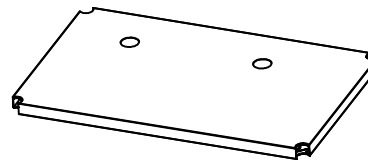


Ax1



Bx6



Cx1



Dx4



Ex4

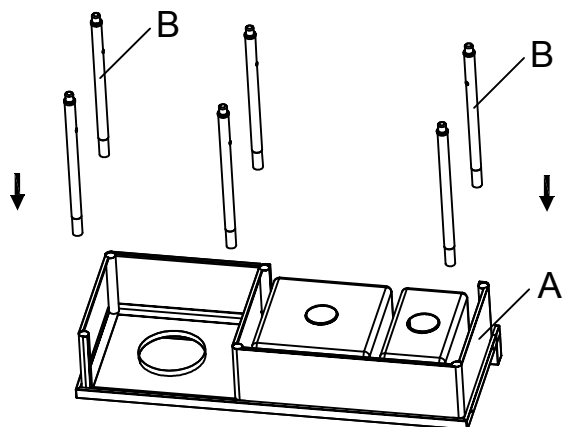


Fx4

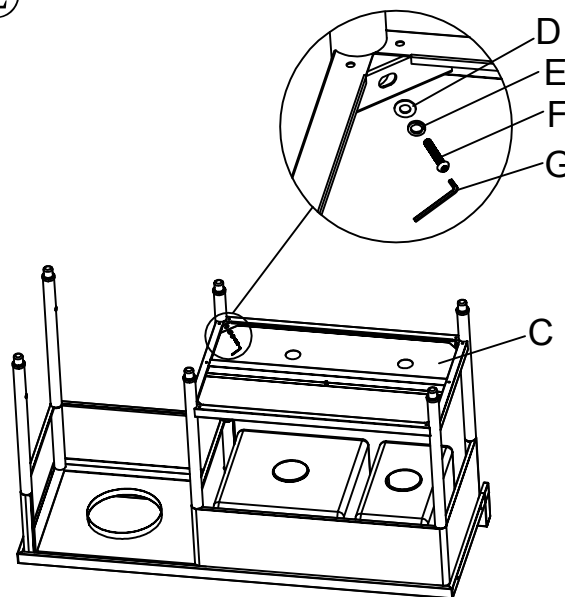


Gx1

①



②



③

