

ax1



bx5



cx4



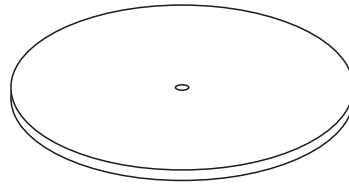
dx1



Ax1



Bx1



Dx1

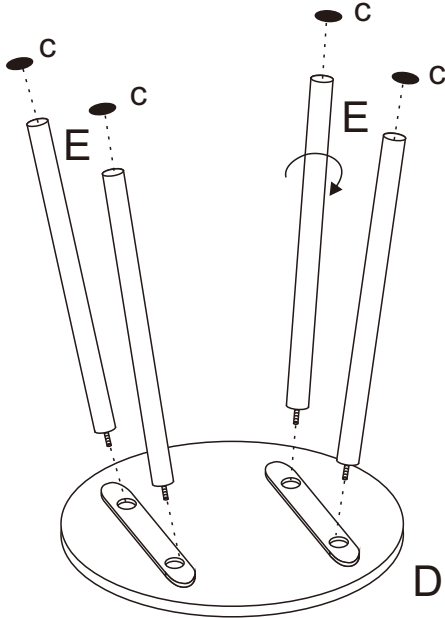


Ex4

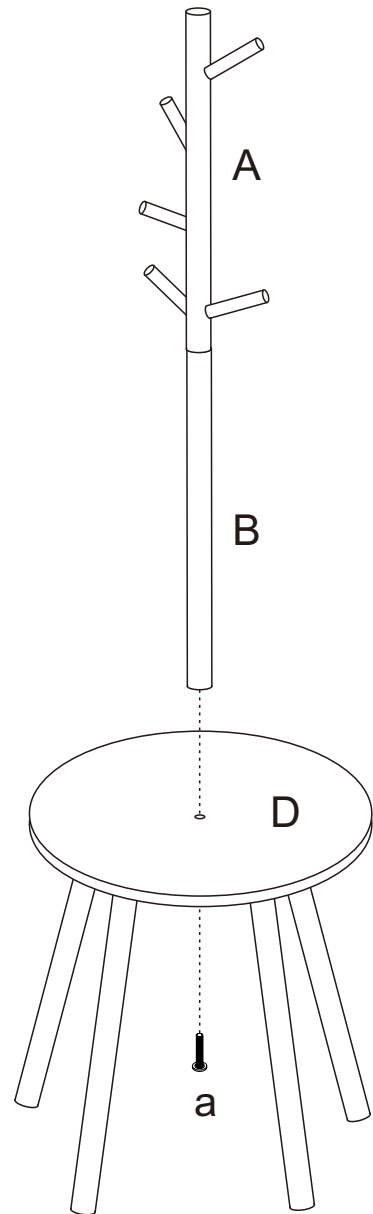


Fx5

1



3



2

