

Ax28



Bx4



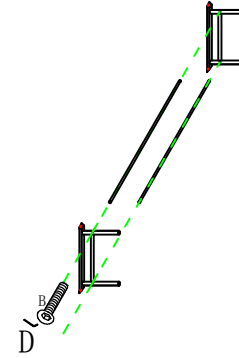
Cx12



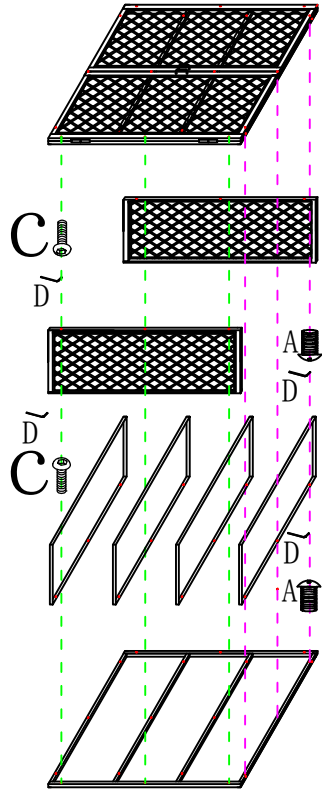
Dx1



2



1



3

