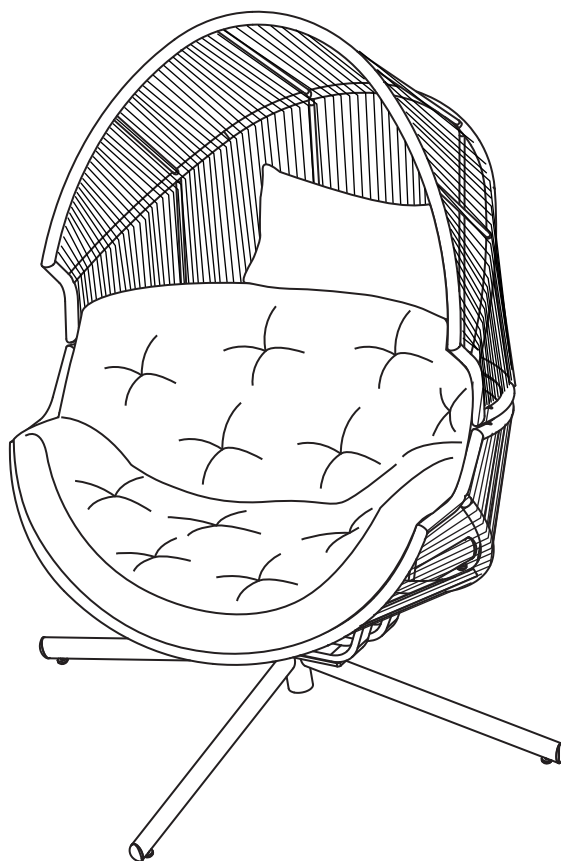
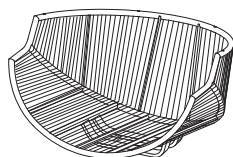
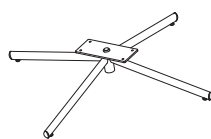


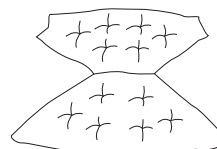
① x1



② x1



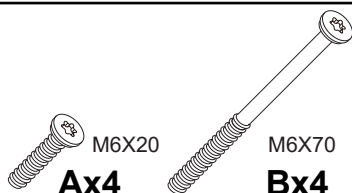
③ x1



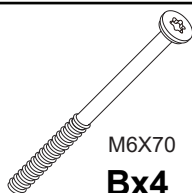
④ x1



⑤ x1



Ax4



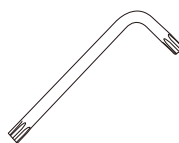
Bx4



Cx12



Dx4

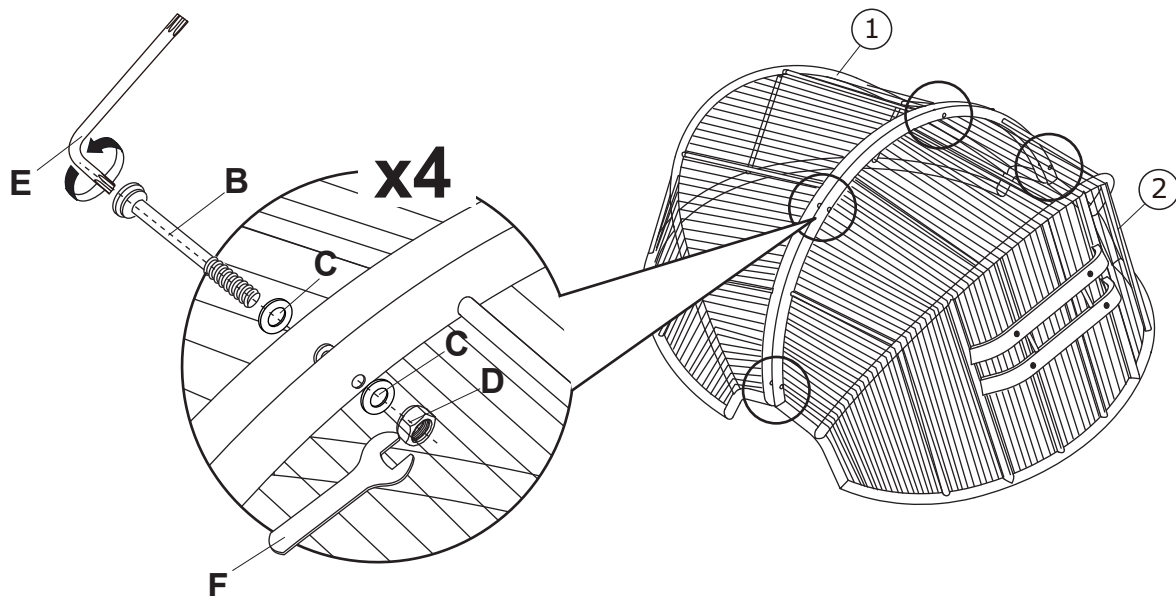


Ex1

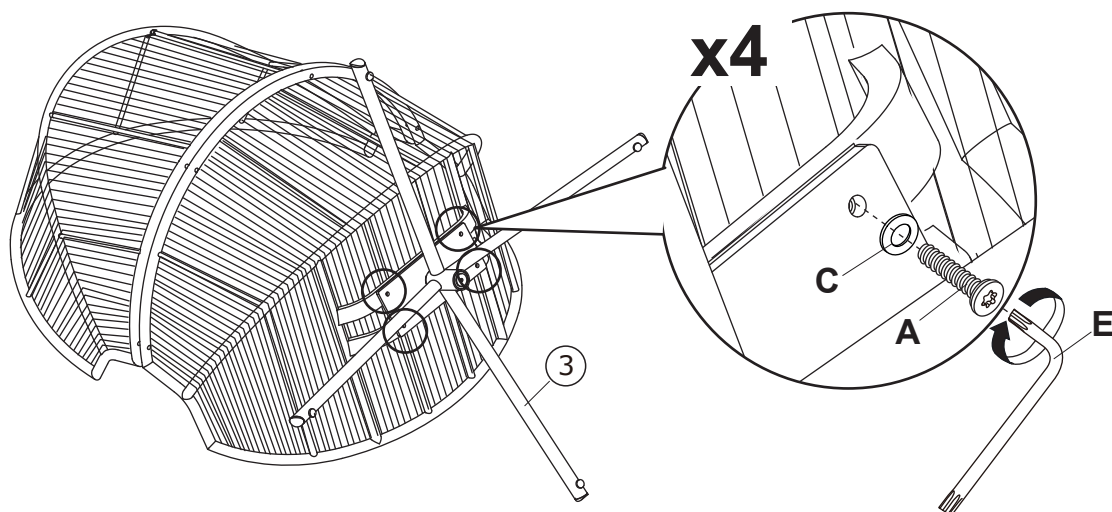


Fx1

1



2



3

