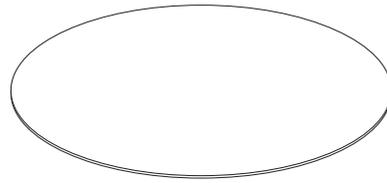


Ax1

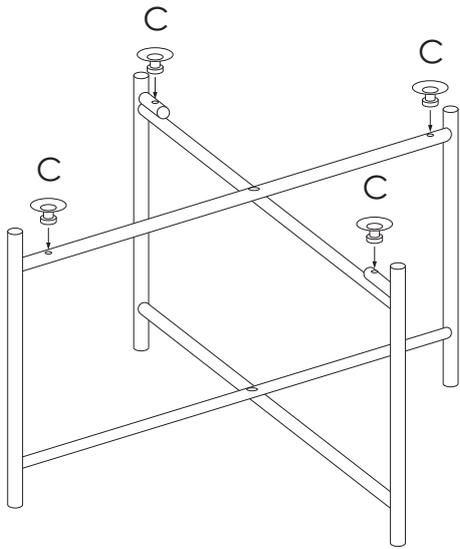


Bx1

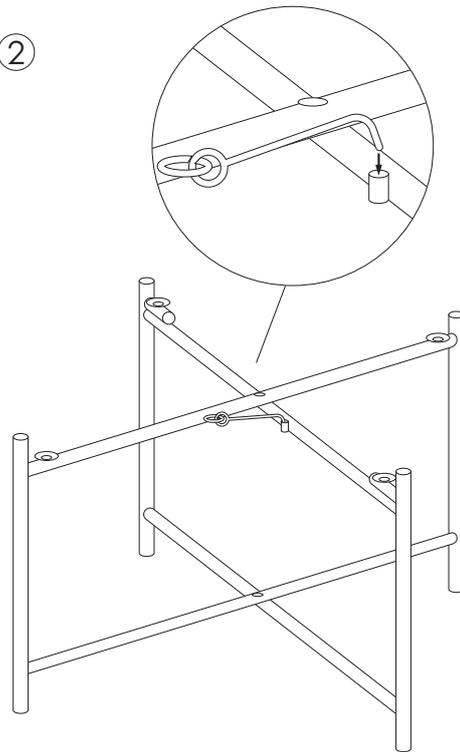


Cx4

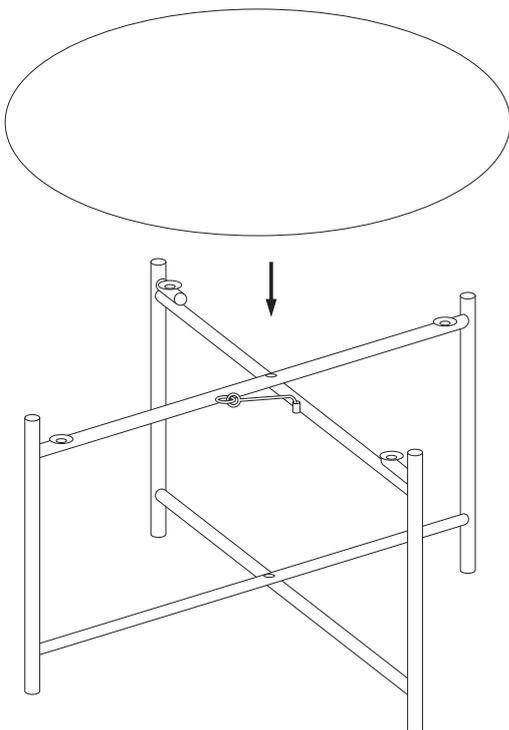
①



②



③



④

