

Ax2



Bx4



Cx4



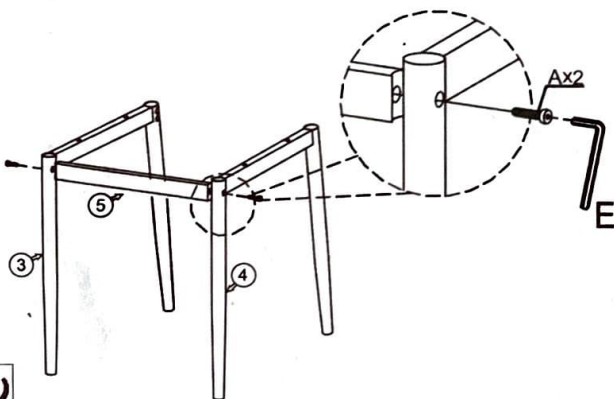
Dx4



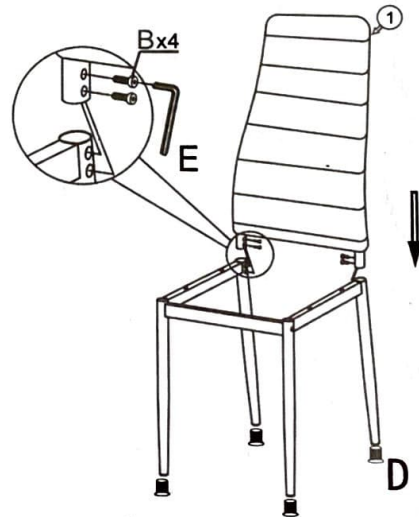
Ex1



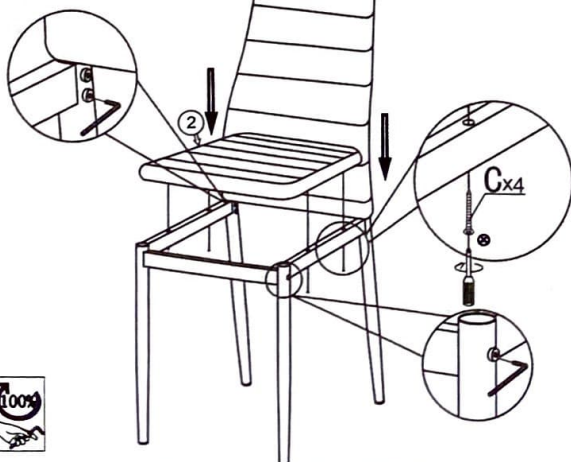
1



2



3



4

