



Ax1

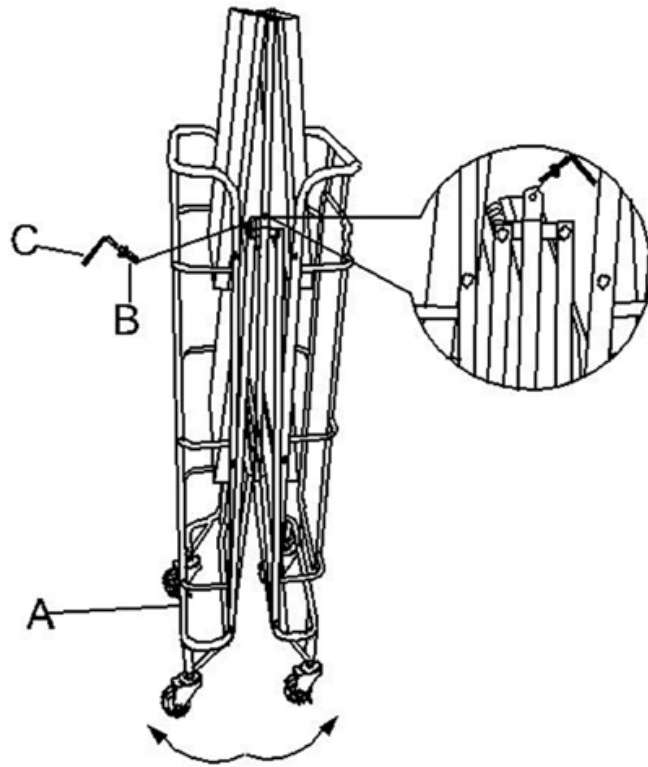


Bx1



Cx1

①



②

