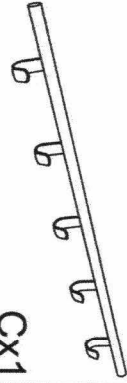


Ax2



Bx1



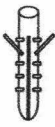
Cx1



Dx10



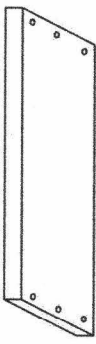
Ex4



Fx4

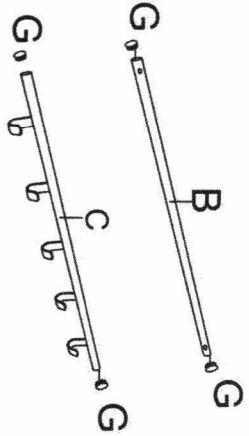


Gx4

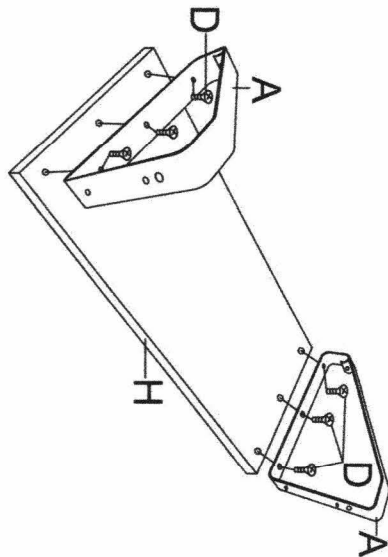


Hx1

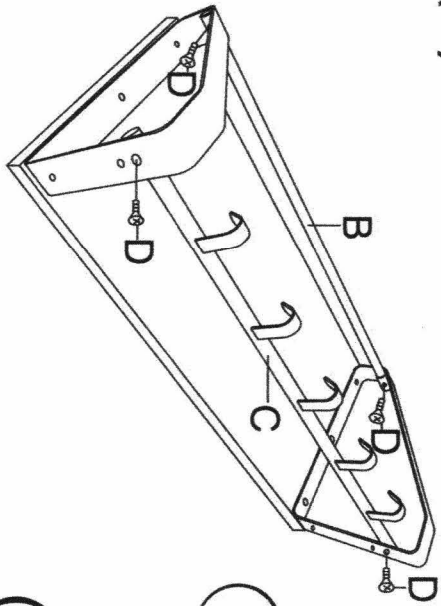
(1)



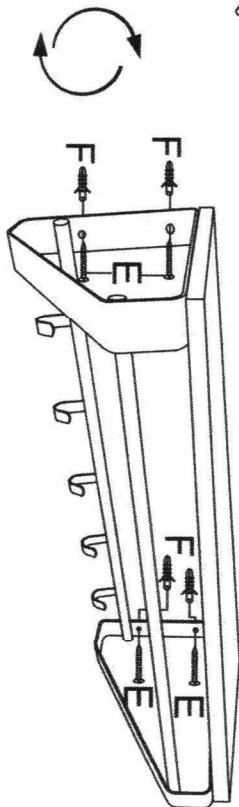
(2)



(3)



(4)



(4)

