

AX1



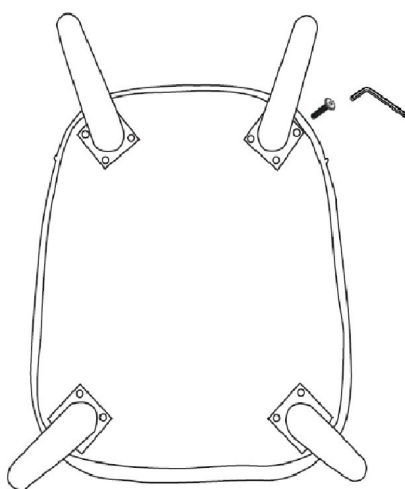
B X 4



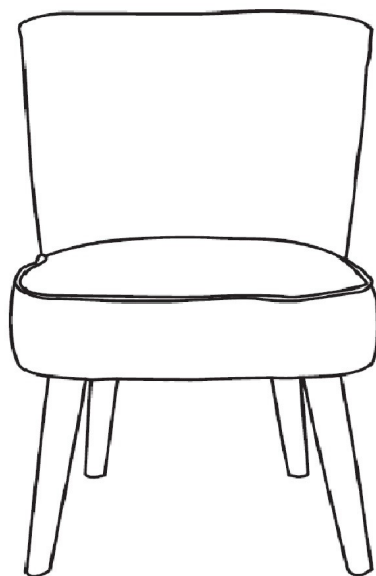
C X16



DX1



1



2