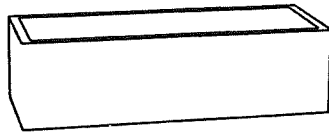


ax1



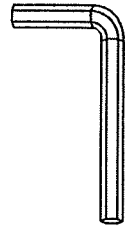
bx1



cx6

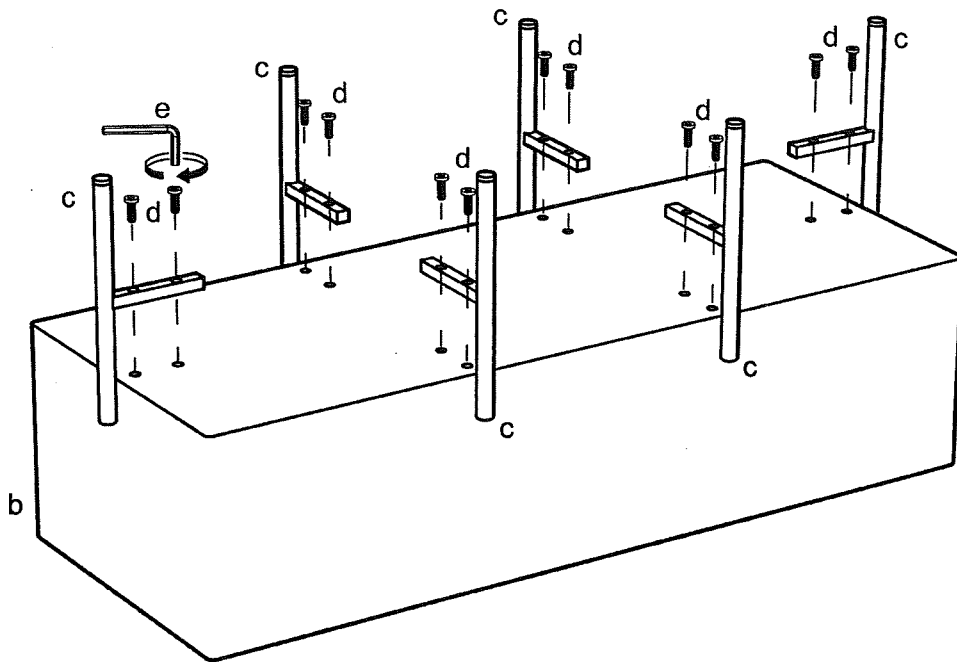


dx12

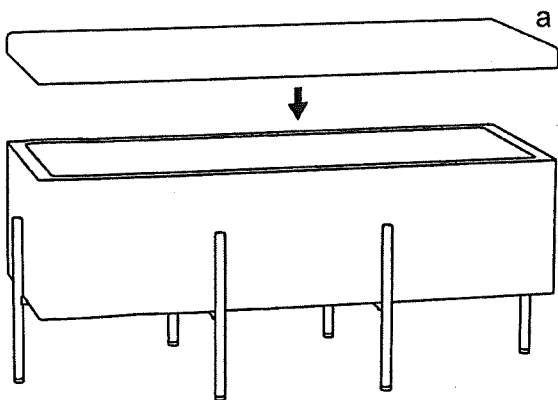


ex1

①



②



③

