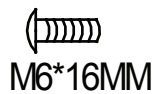


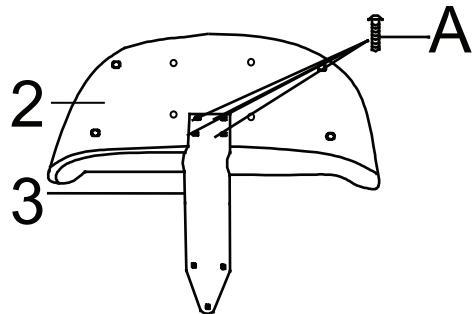
1*1



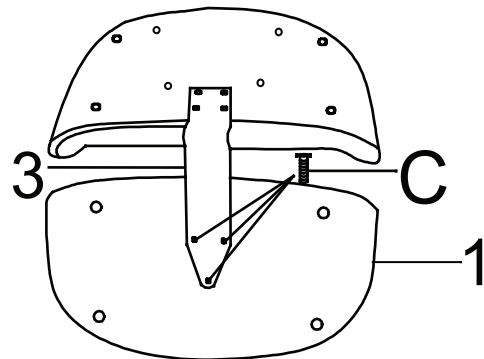
Bx4+1EXT



①



②



2*1



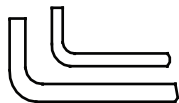
Cx3+1EXT



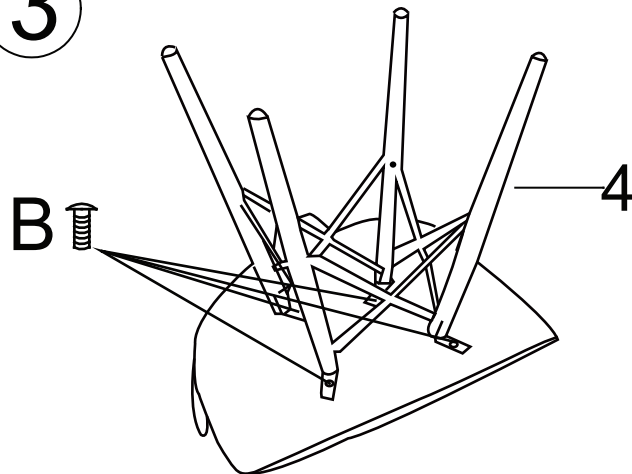
3*1



E



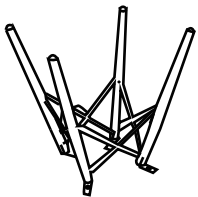
③



④



4*1



Ax4+1EXT

