

1

f1



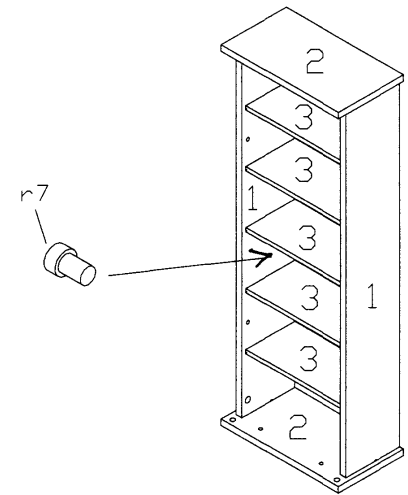
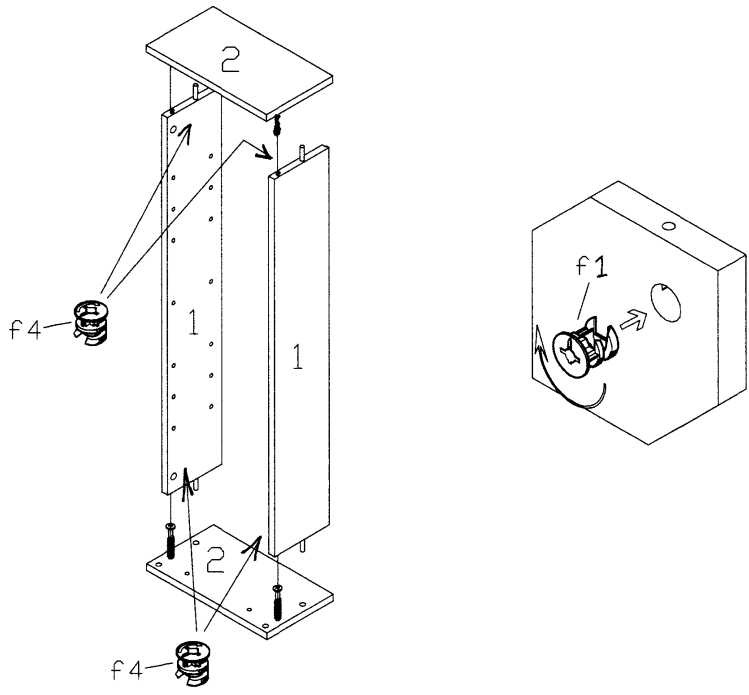
4x

3

r7



20x



2

z



10x

