

Ax1



Bx1



Cx1



Dx1



Ex1



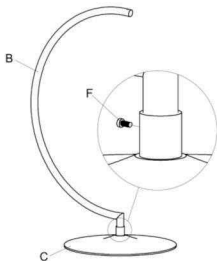
Fx1



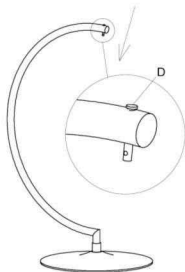
Gx1



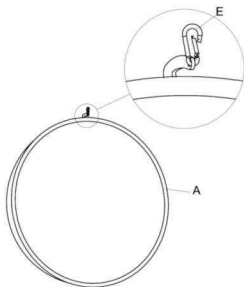
①



②



③



④

