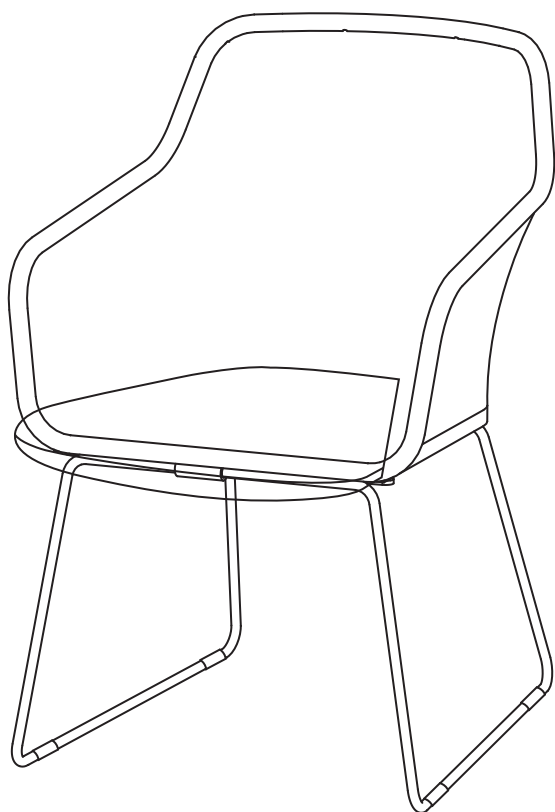
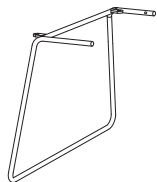
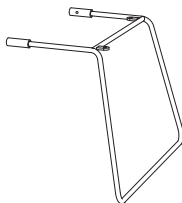


① x1



② x1



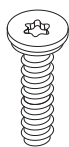
③ x1



④ x1



Ax2



Bx4

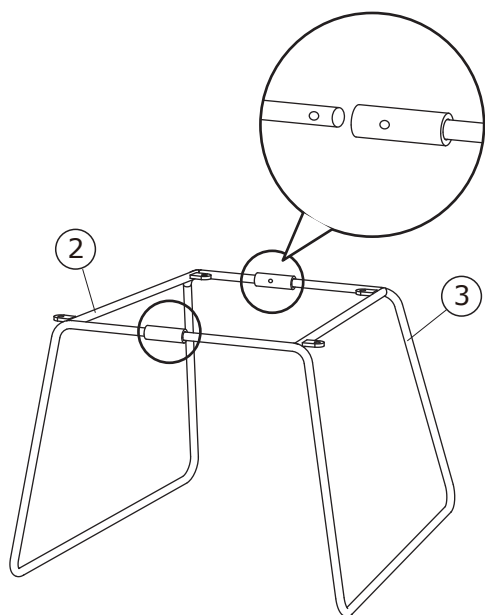


Cx4

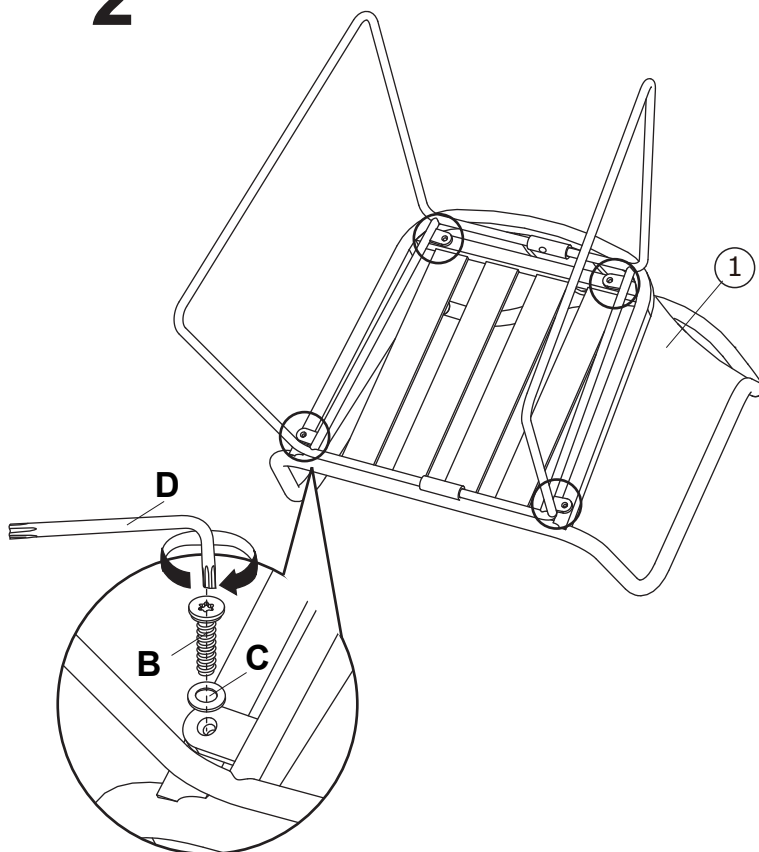


Dx1

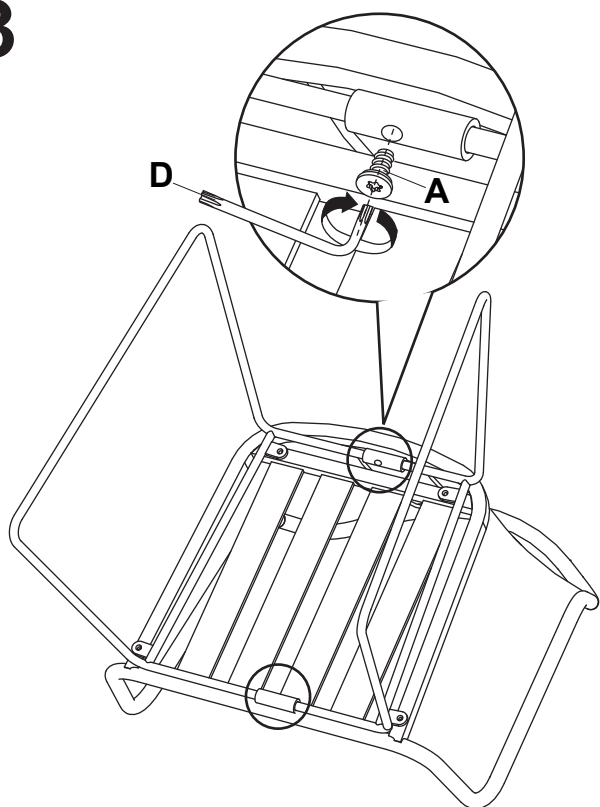
1



2



3



4

