



① x1



② x1



Ax4

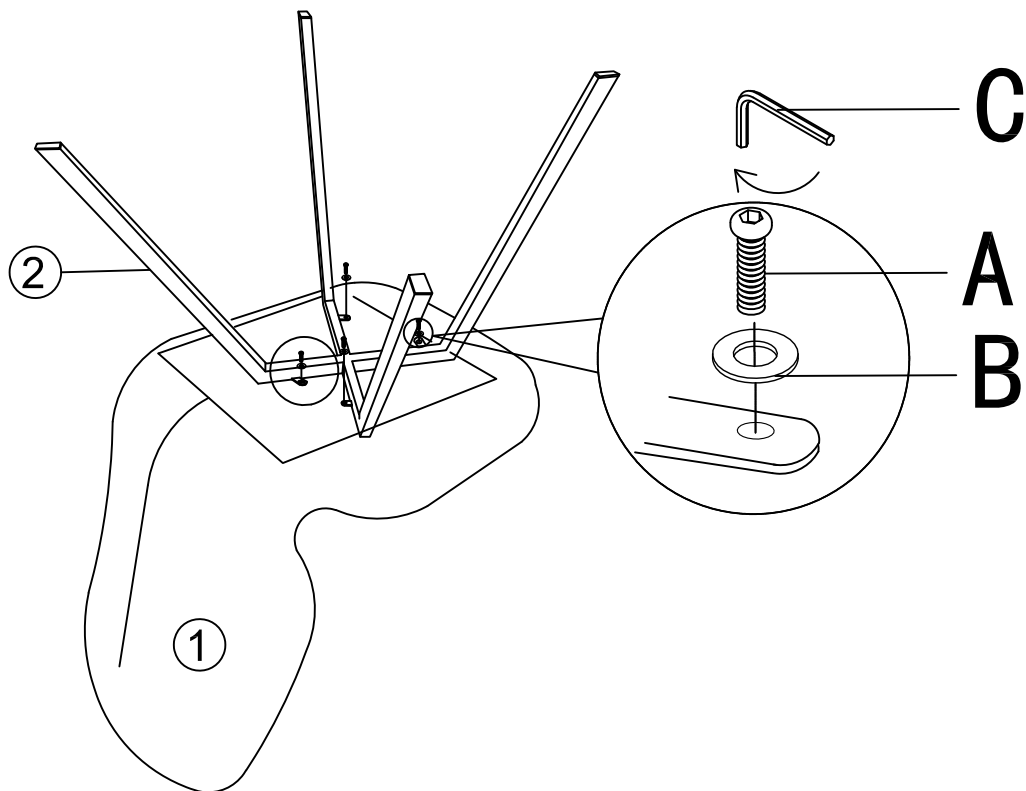


Bx4



Cx1

①



②

