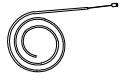
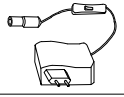


Ux1



Vx1



11

Wx16



Xx16



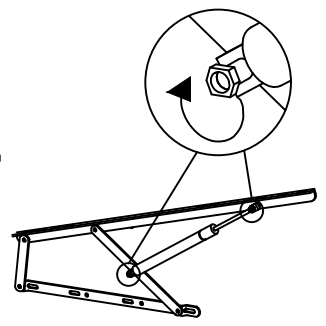
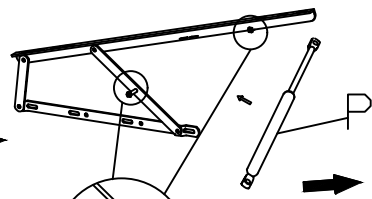
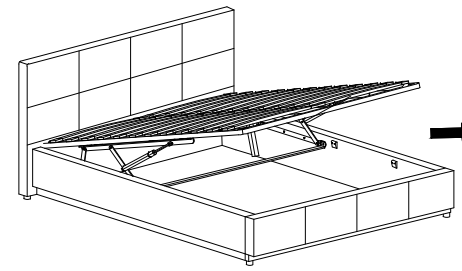
(3\*15)

Yx18

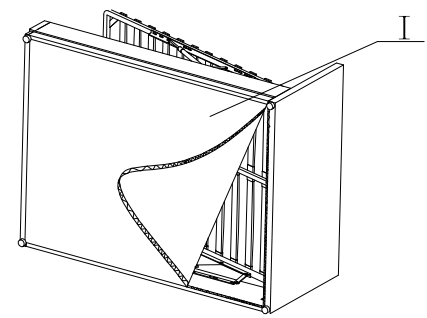


(3\*20)

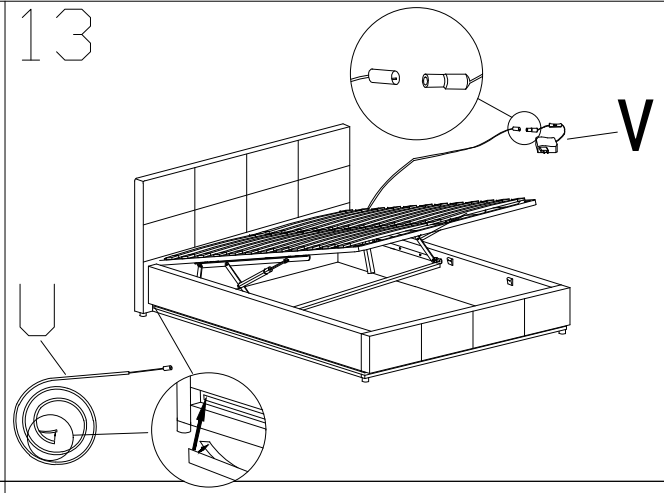
Zx2



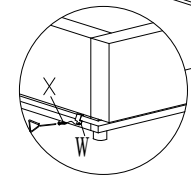
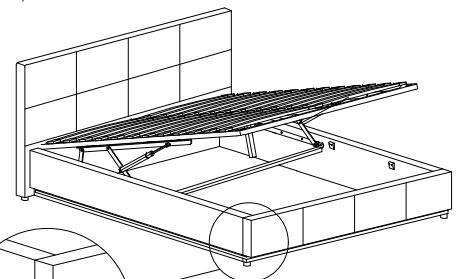
12



13



14



15

