

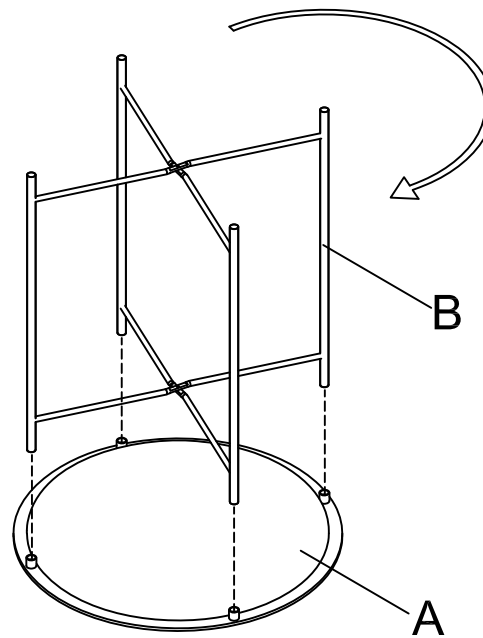
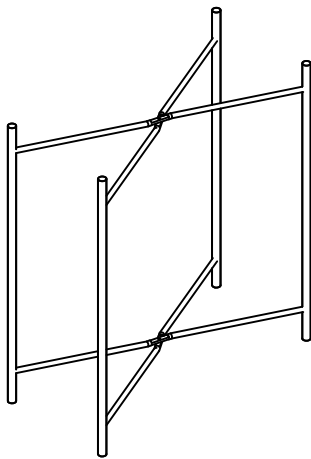


RENDER

A		1
B		1

1 Ax1
Bx2



2

