



Ax2



Bx2



Dx4



Ex4



Fx4



Gx4

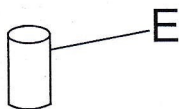


Hx4

①

X4

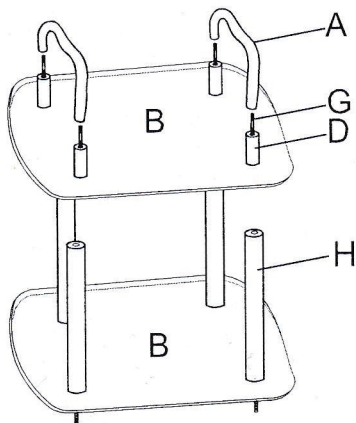
②



E



F



③

