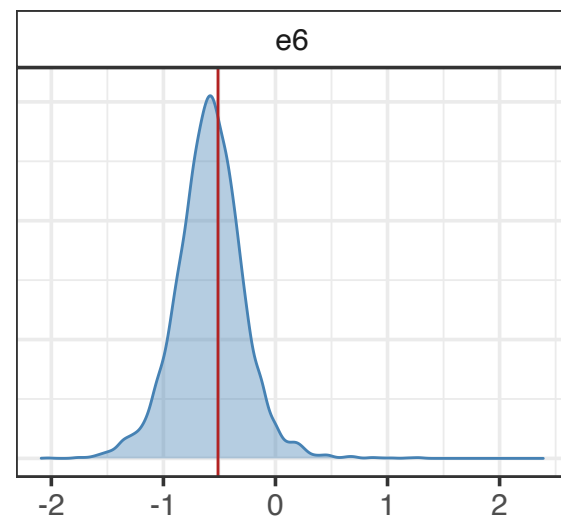
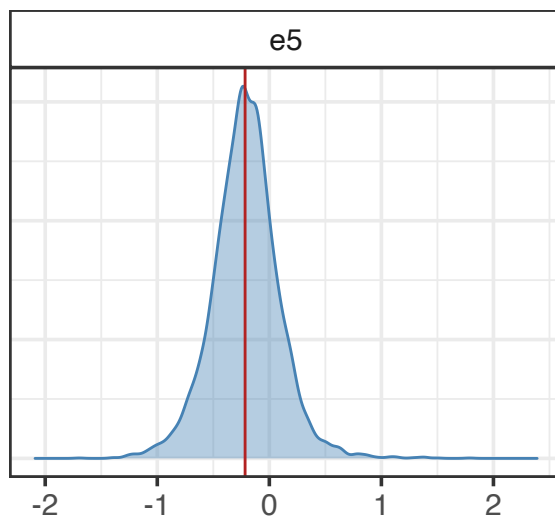
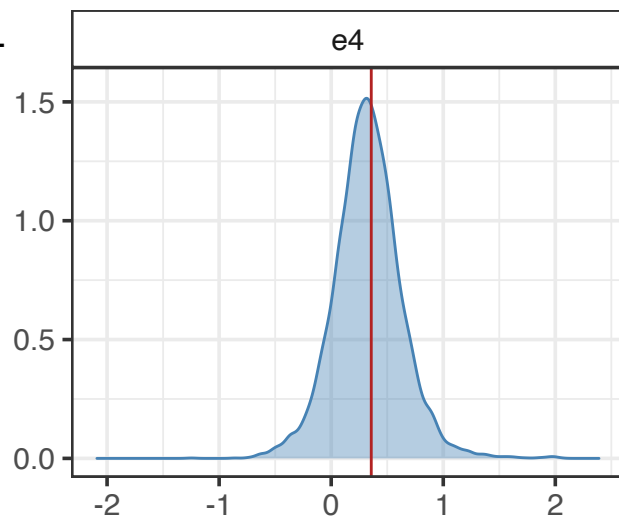
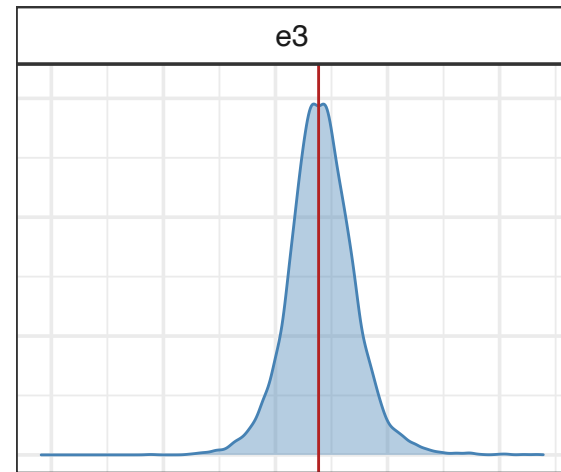
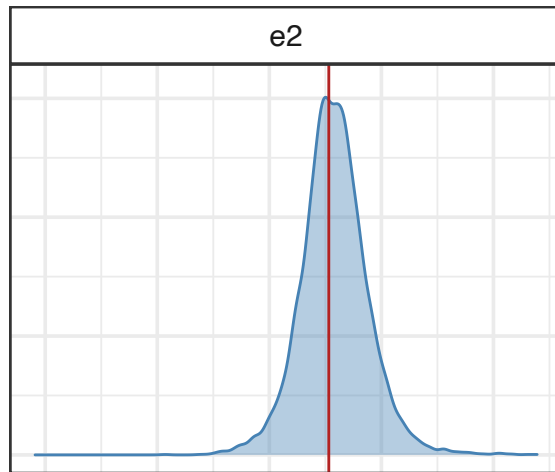
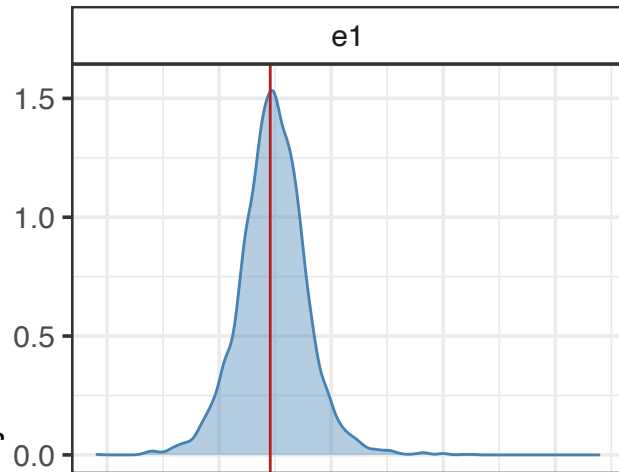


Frequency



Environment