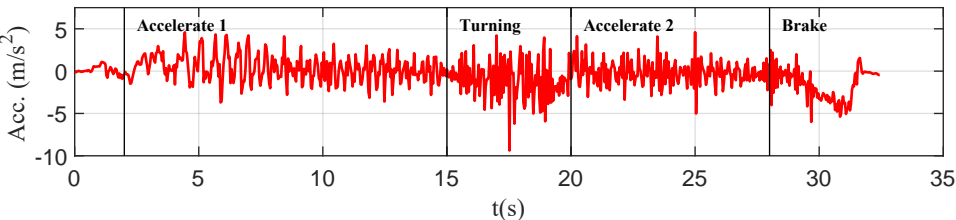
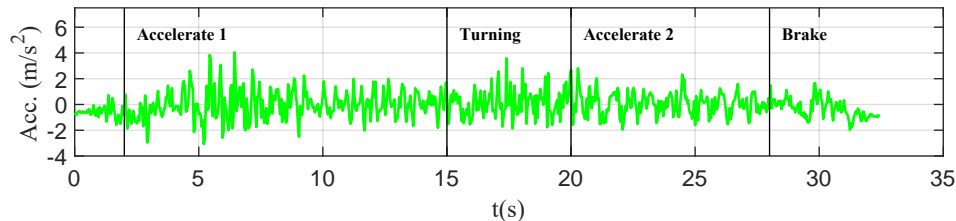


# Acceleration

X



Y



Z

