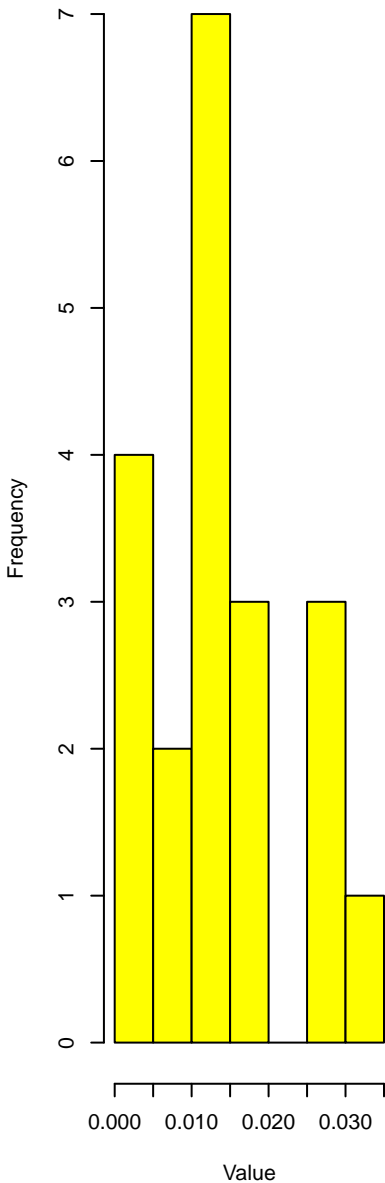


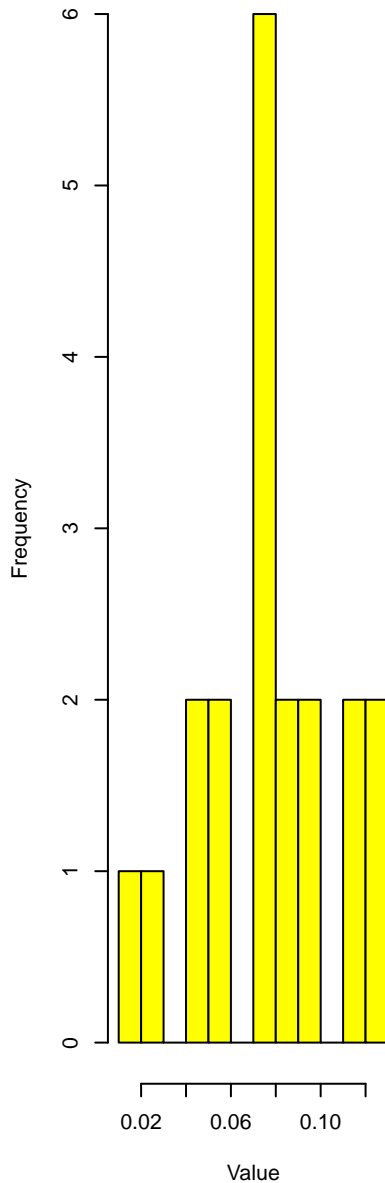




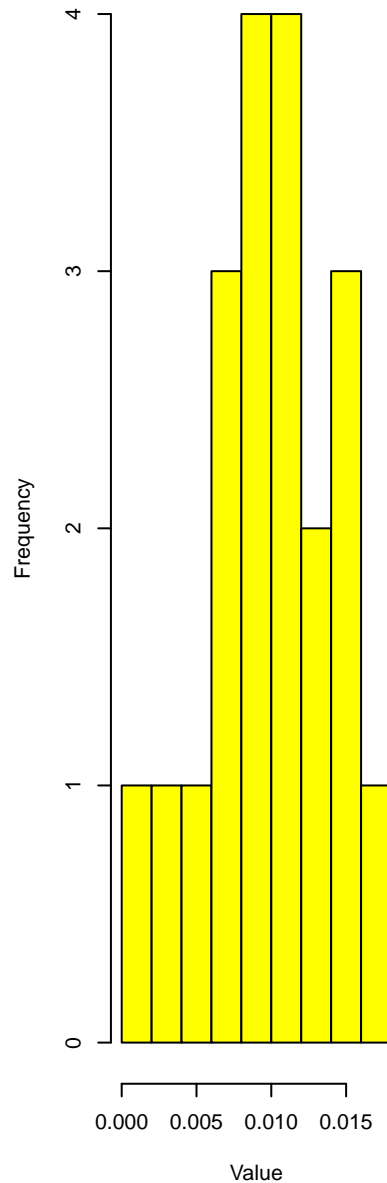
pop.f0



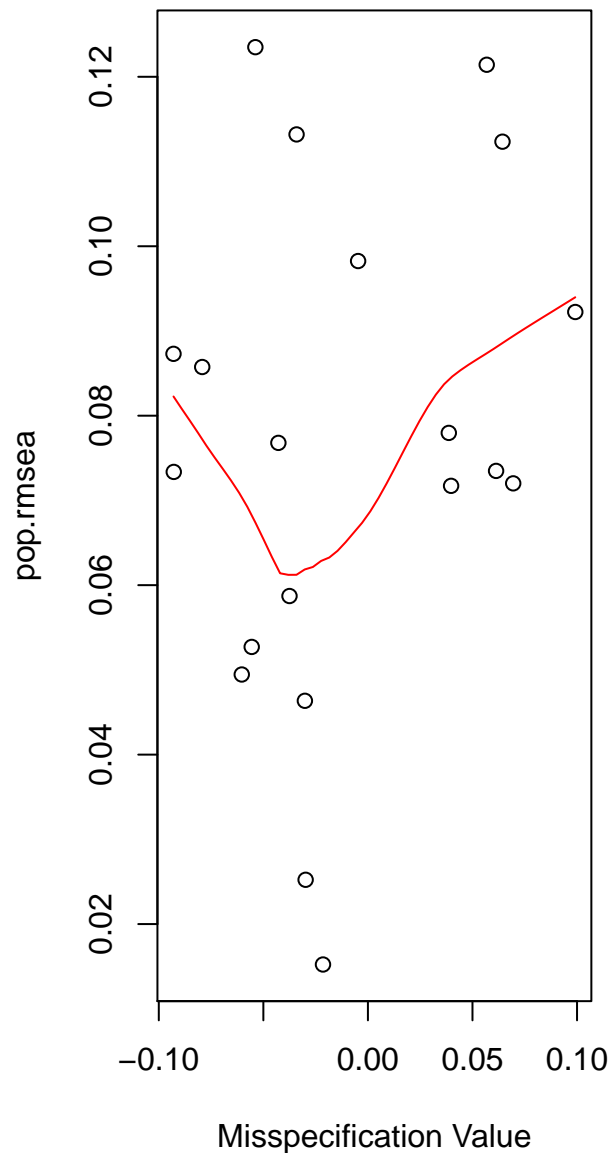
pop.rmsea



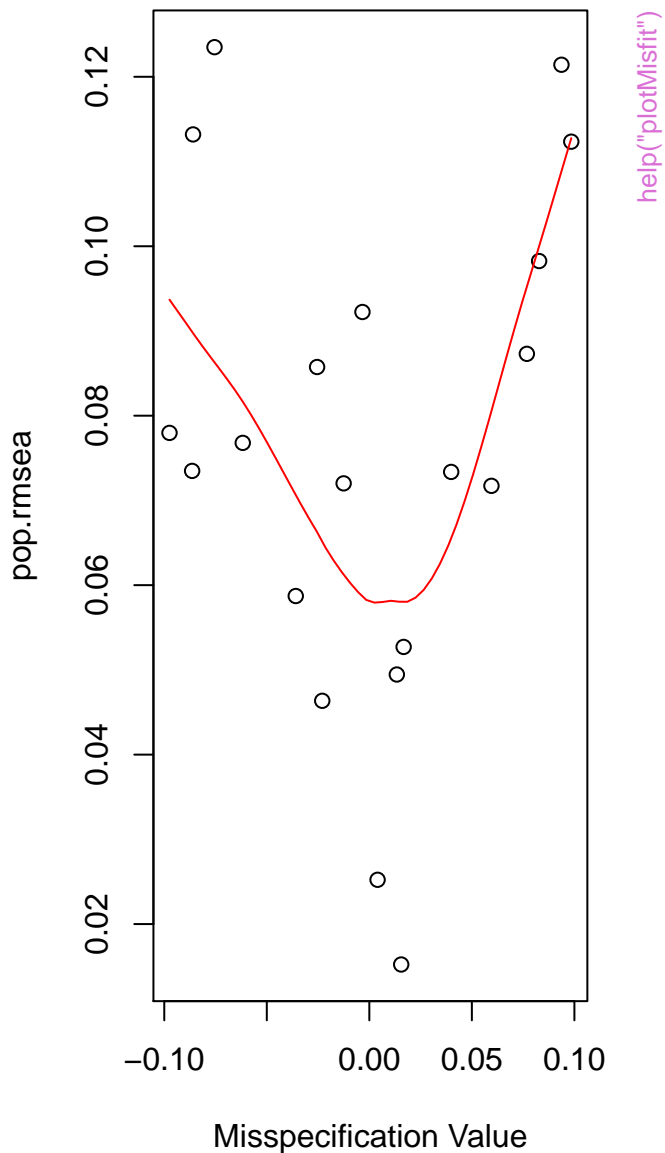
pop.srmr



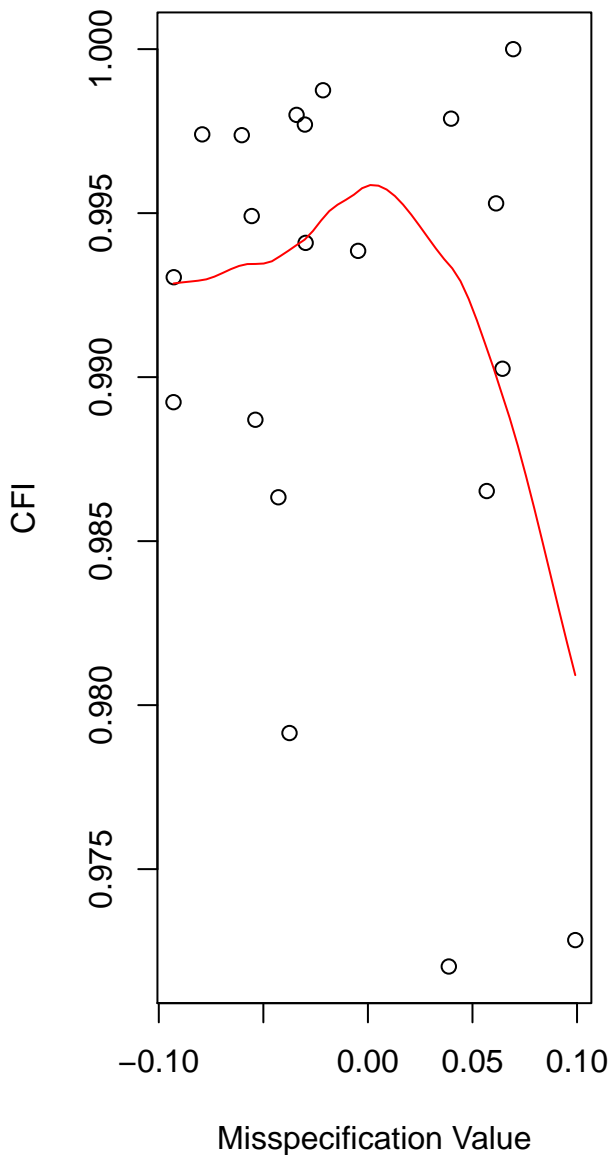
1.y4~y1



1.y4~y2



1.y4~y1



1.y4~y2

