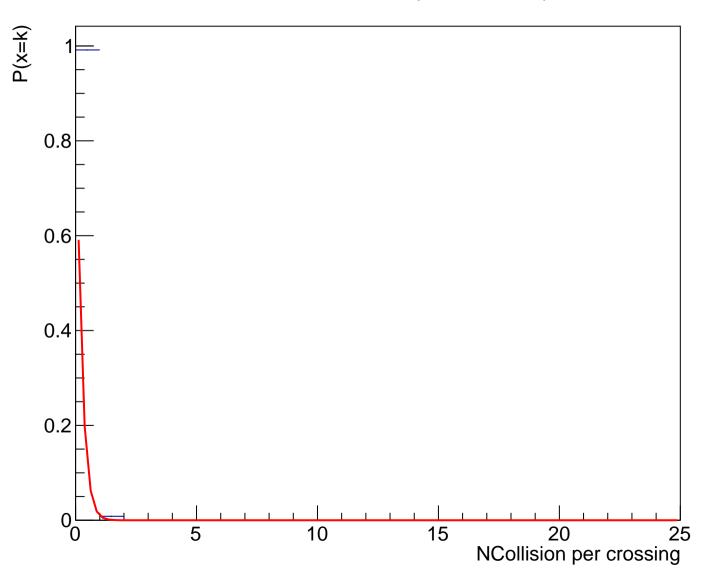
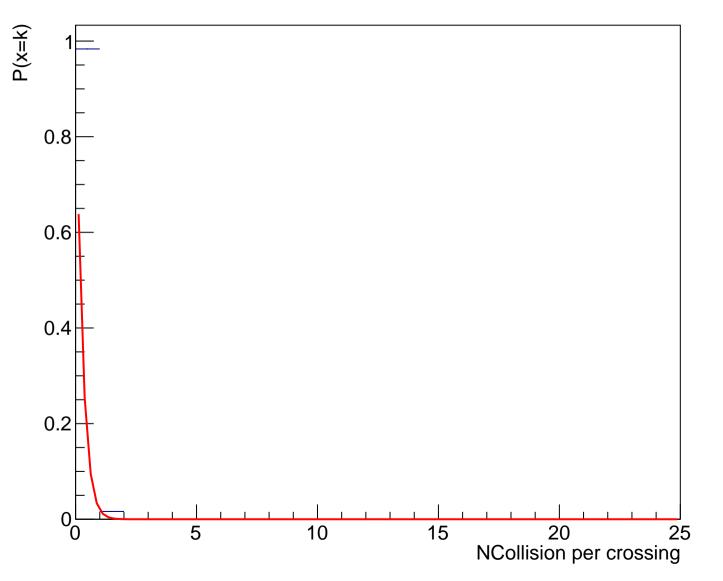
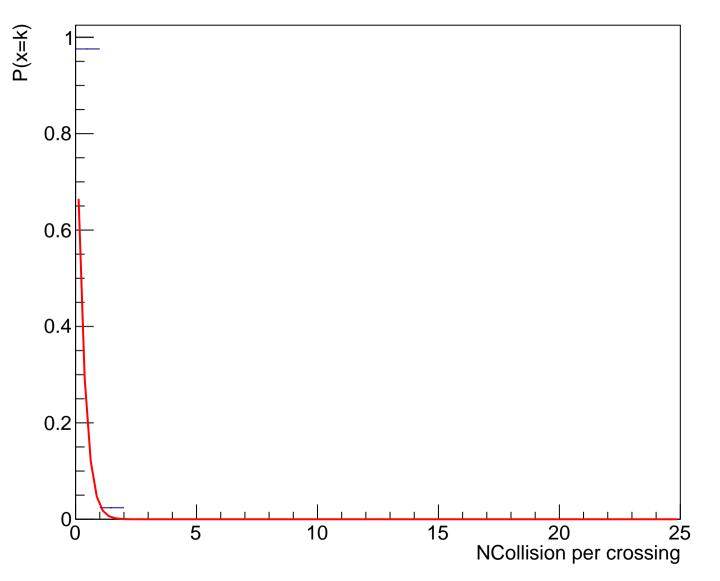
## TMath::Poisson(x, 0.0100)



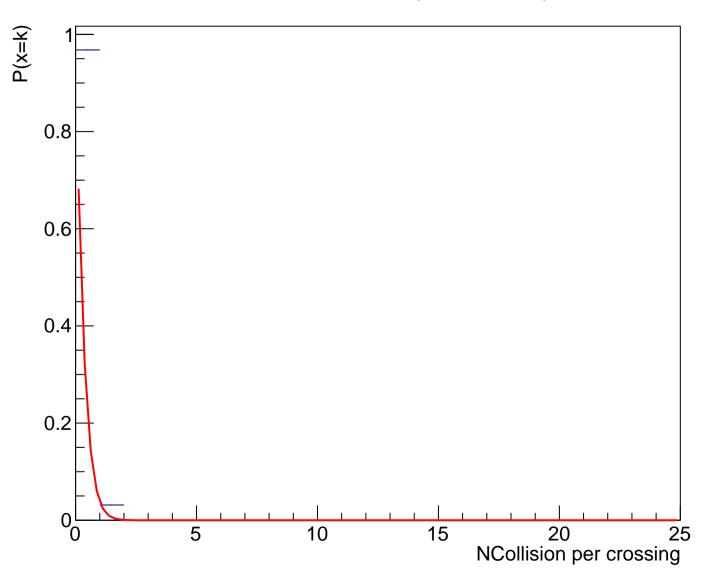
## TMath::Poisson(x, 0.0200)



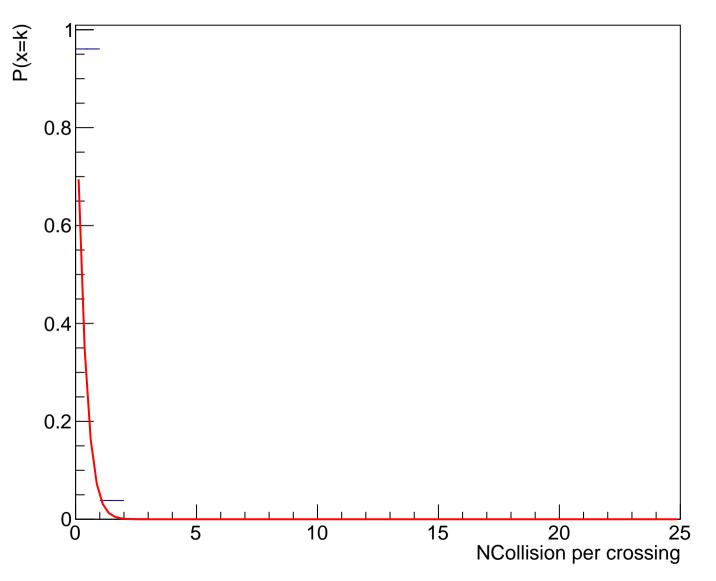
## TMath::Poisson(x, 0.0300)



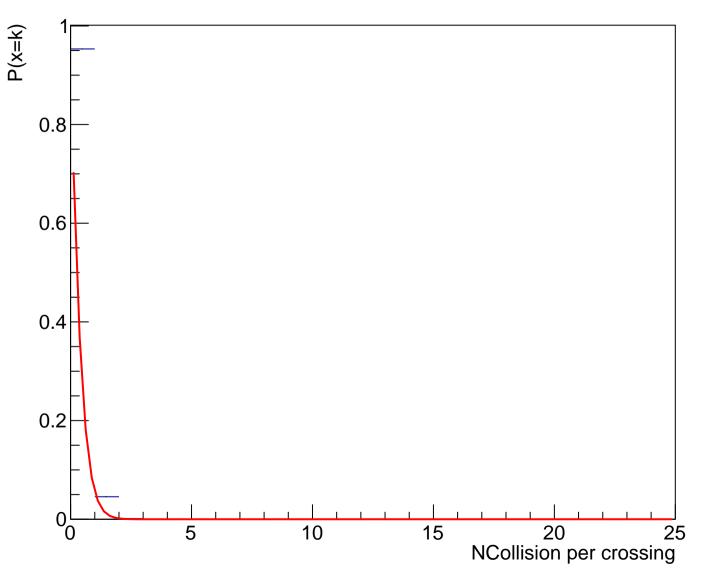
## TMath::Poisson(x, 0.0400)



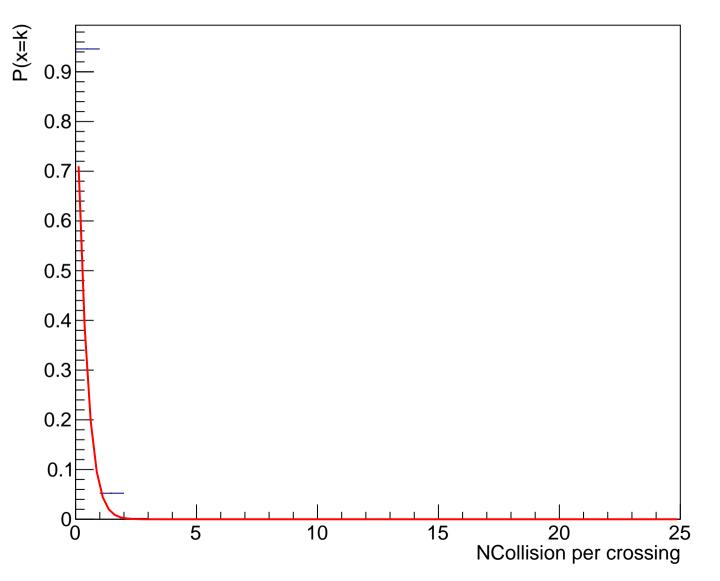
## TMath::Poisson(x, 0.0500)



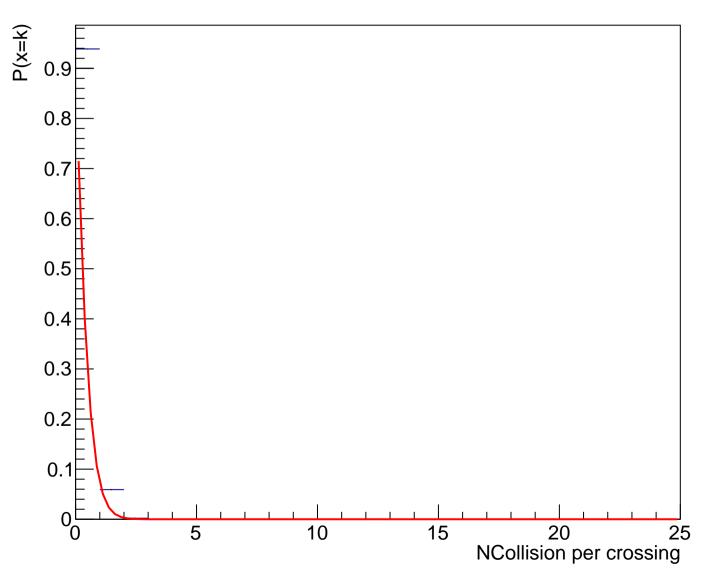
## TMath::Poisson(x, 0.0600)



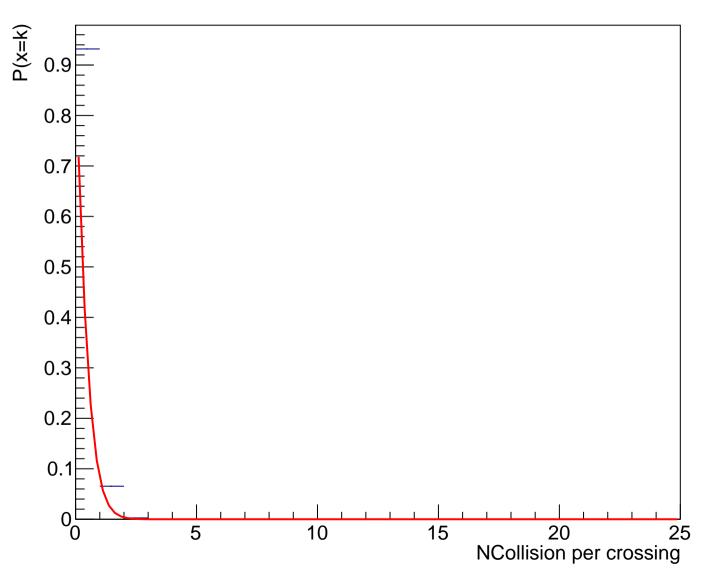
# TMath::Poisson(x, 0.0700)



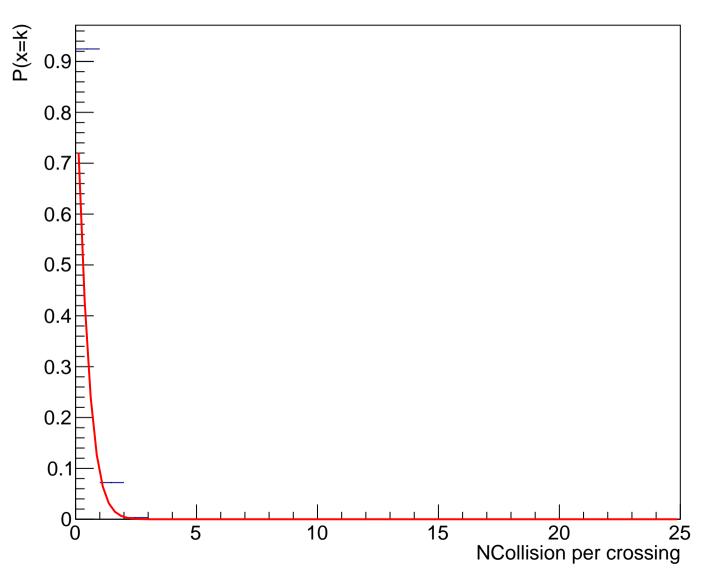
# TMath::Poisson(x, 0.0800)



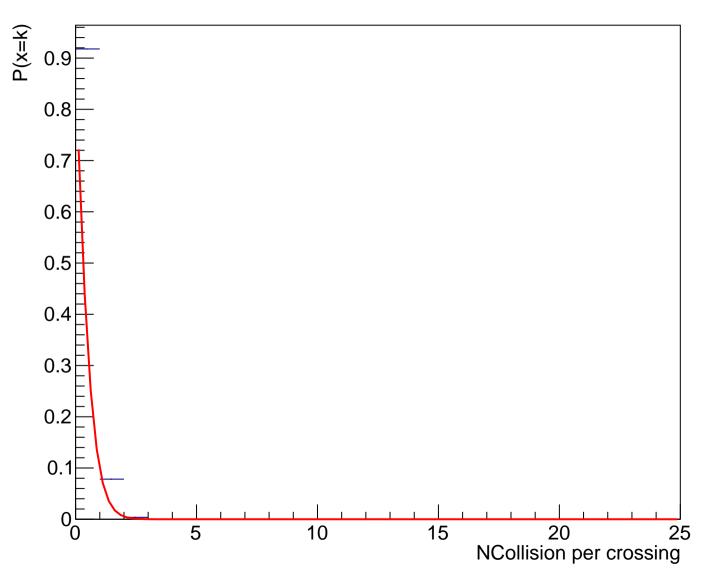
# TMath::Poisson(x, 0.0900)



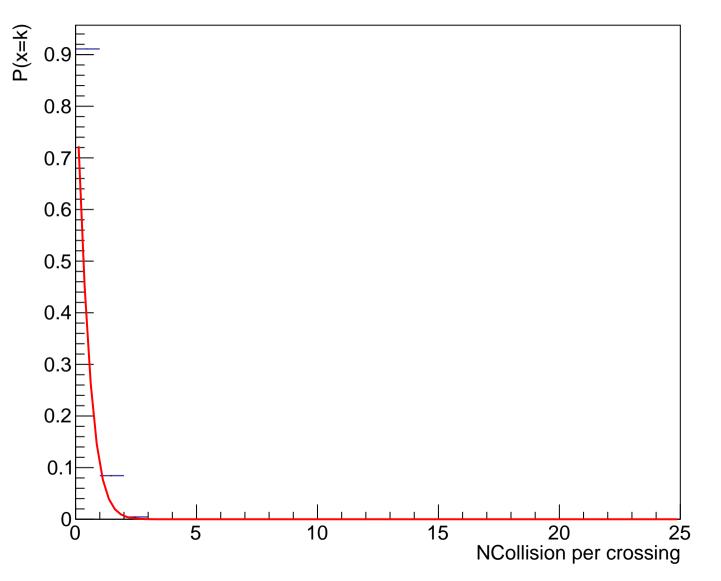
# TMath::Poisson(x, 0.1000)



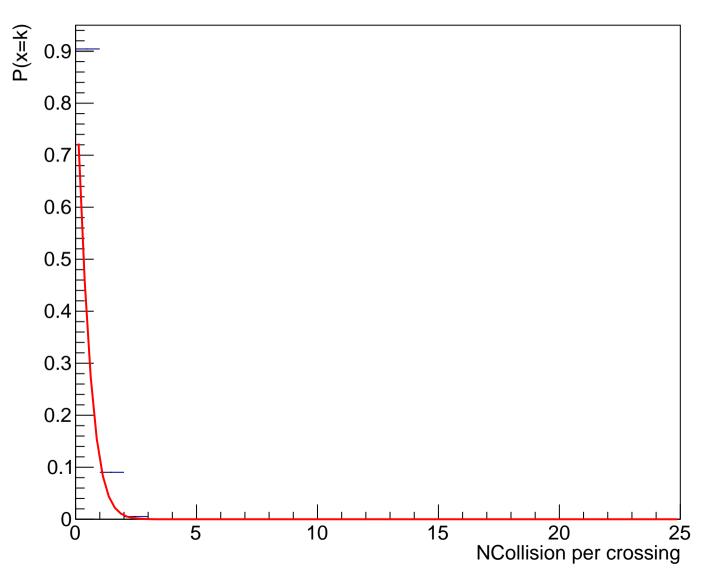
## TMath::Poisson(x, 0.1100)



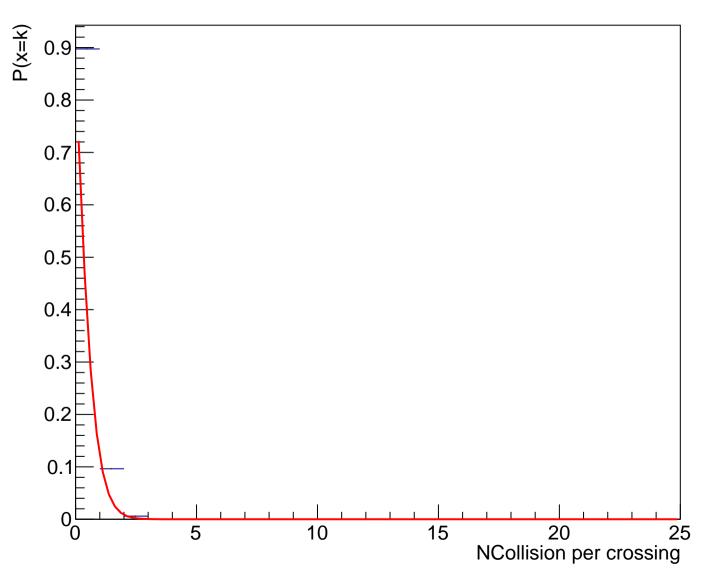
# TMath::Poisson(x, 0.1200)



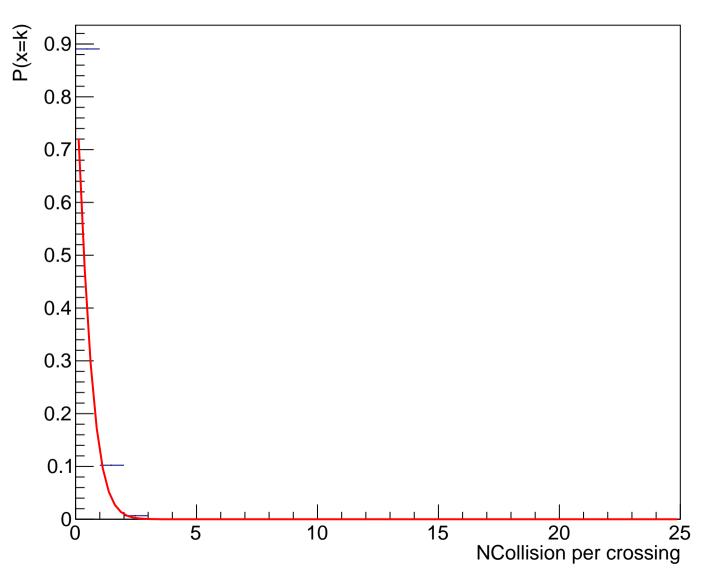
# TMath::Poisson(x, 0.1300)



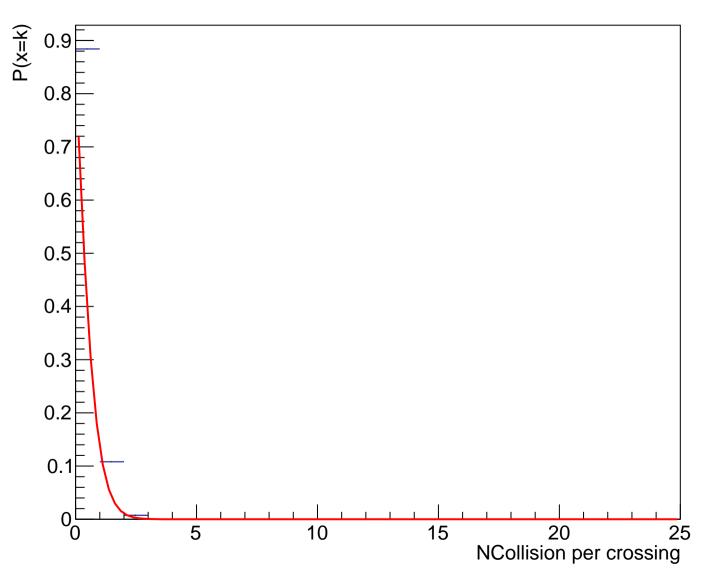
## TMath::Poisson(x, 0.1400)



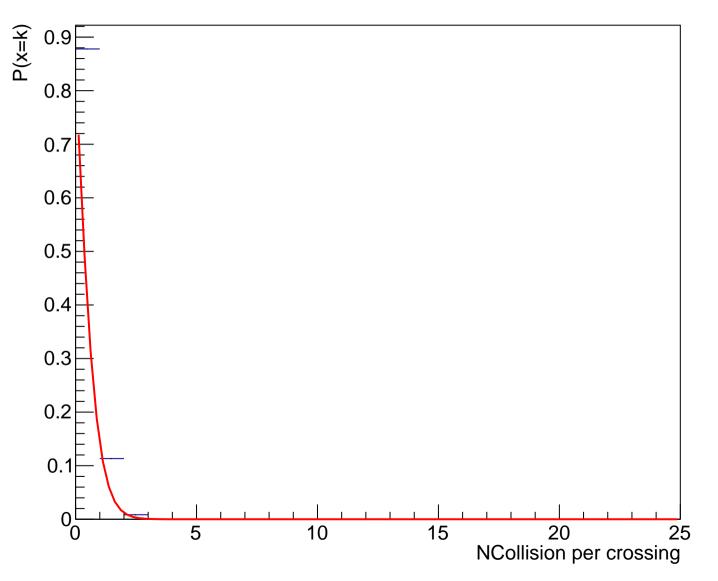
# TMath::Poisson(x, 0.1500)



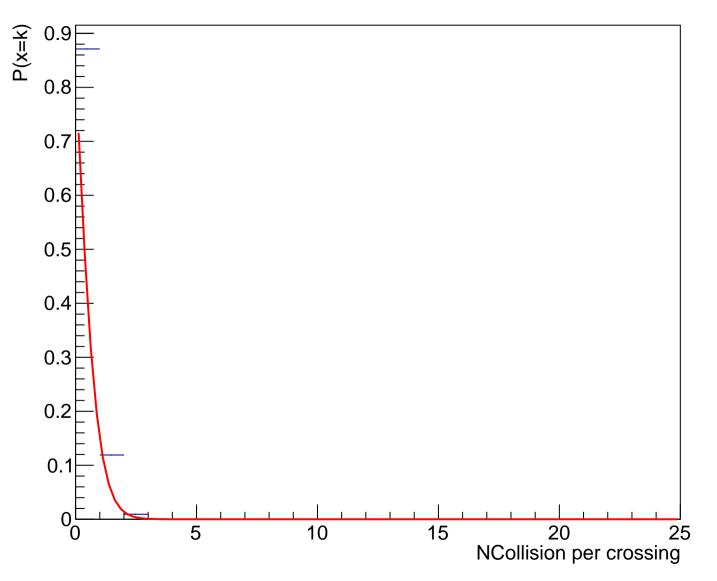
### TMath::Poisson(x, 0.1600)



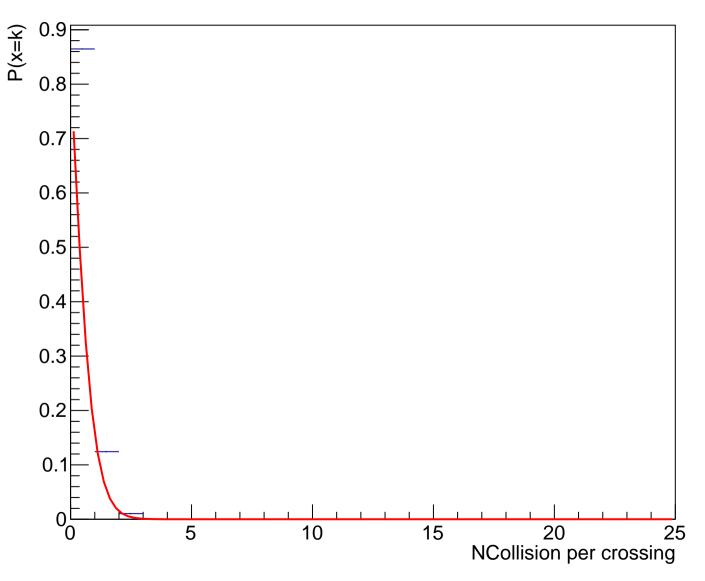
### TMath::Poisson(x, 0.1700)



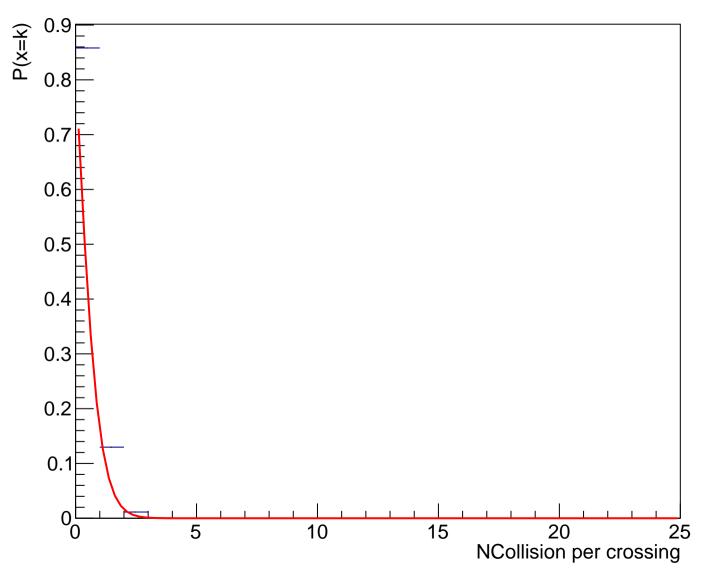
# TMath::Poisson(x, 0.1800)



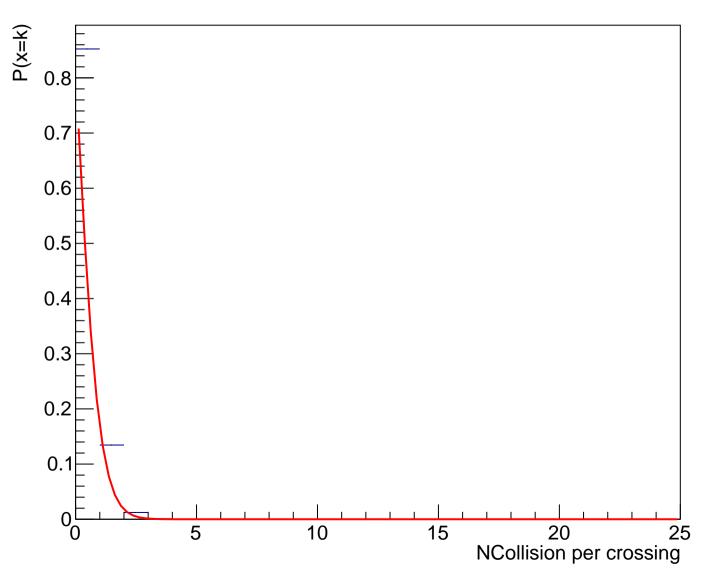
# TMath::Poisson(x, 0.1900)



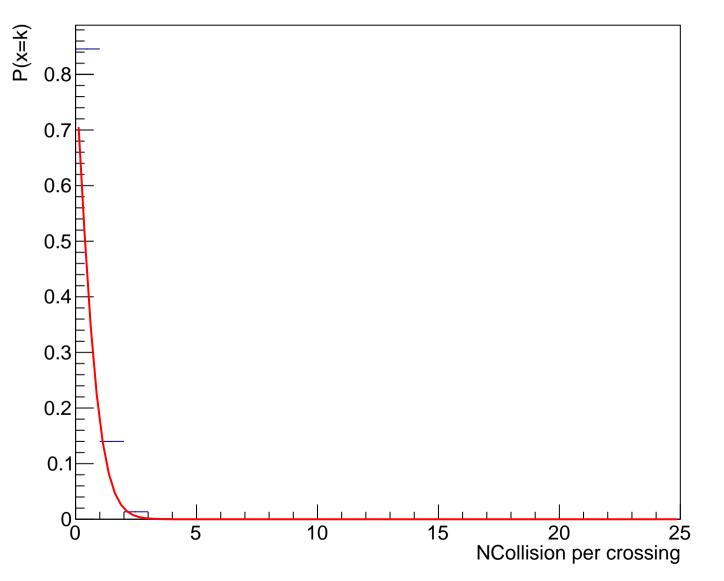
# TMath::Poisson(x, 0.2000)



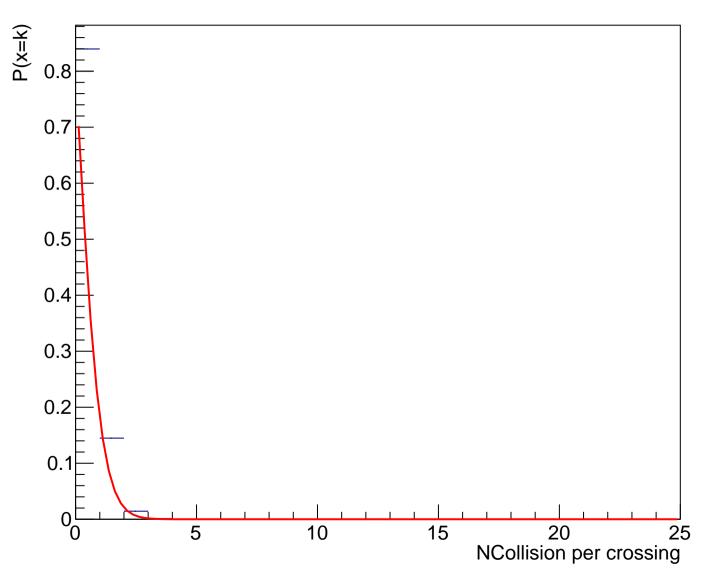
# TMath::Poisson(x, 0.2100)



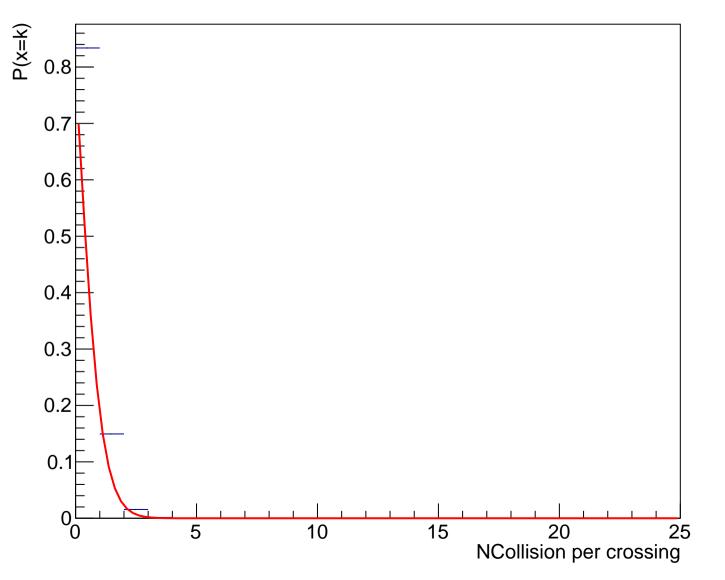
# TMath::Poisson(x, 0.2200)



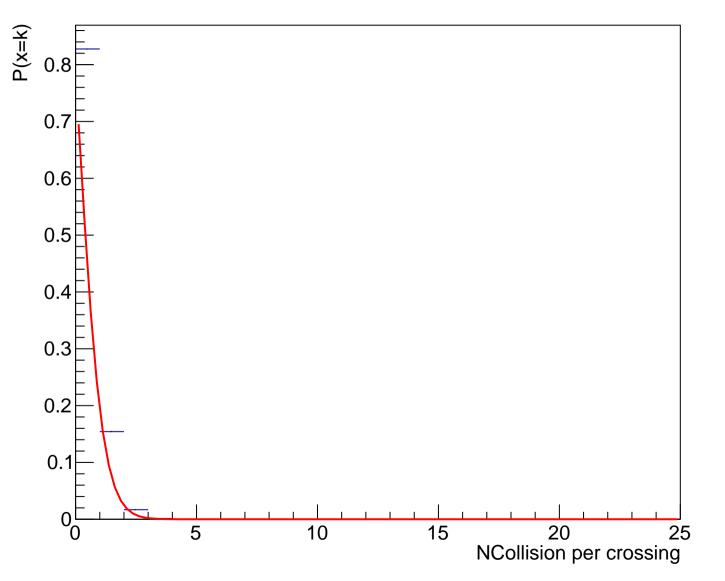
# TMath::Poisson(x, 0.2300)



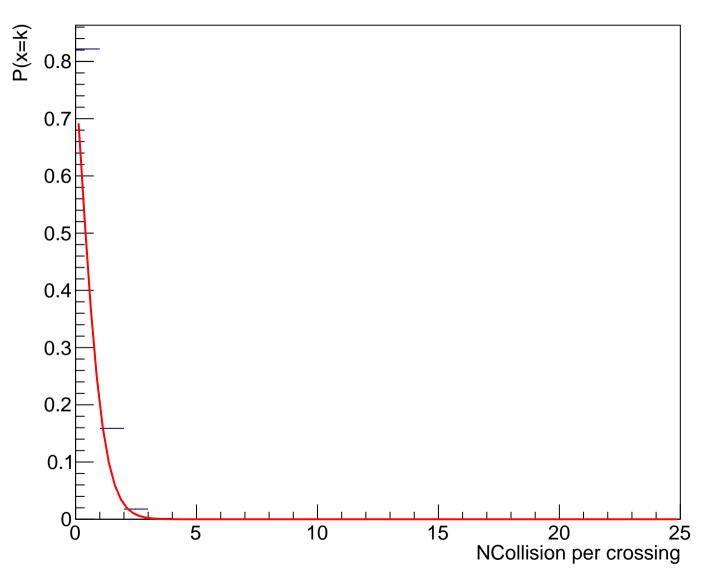
# TMath::Poisson(x, 0.2400)



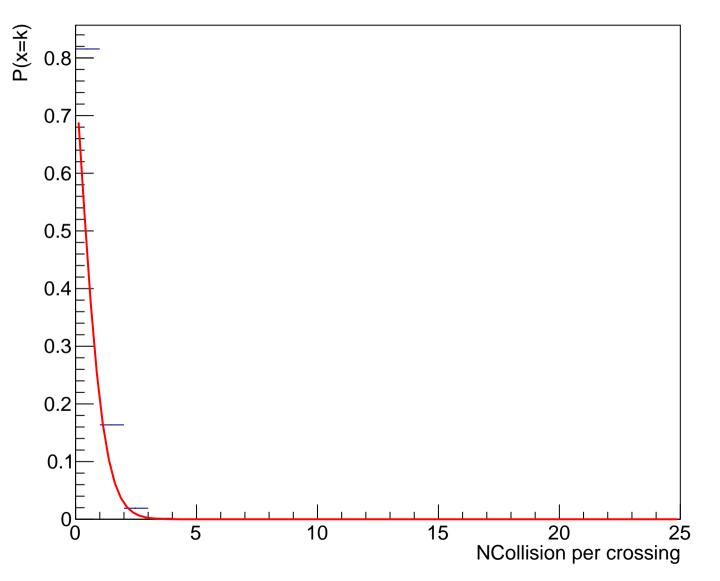
## TMath::Poisson(x, 0.2500)



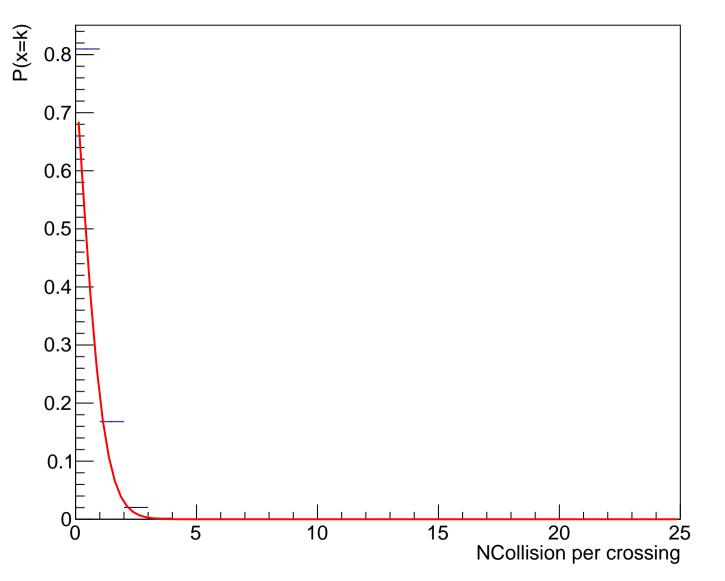
# TMath::Poisson(x, 0.2600)



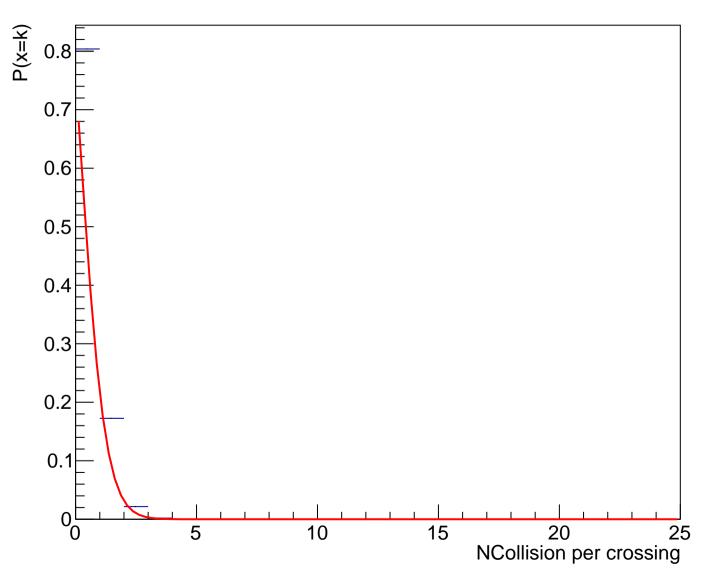
## TMath::Poisson(x, 0.2700)



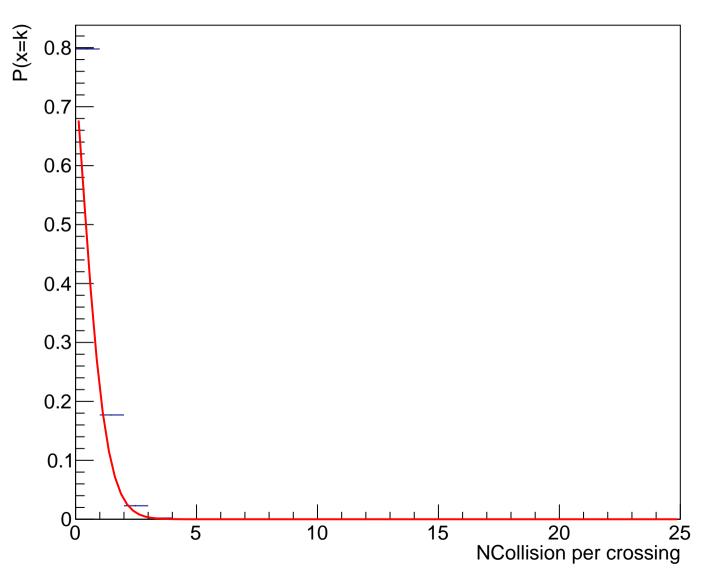
# TMath::Poisson(x, 0.2800)



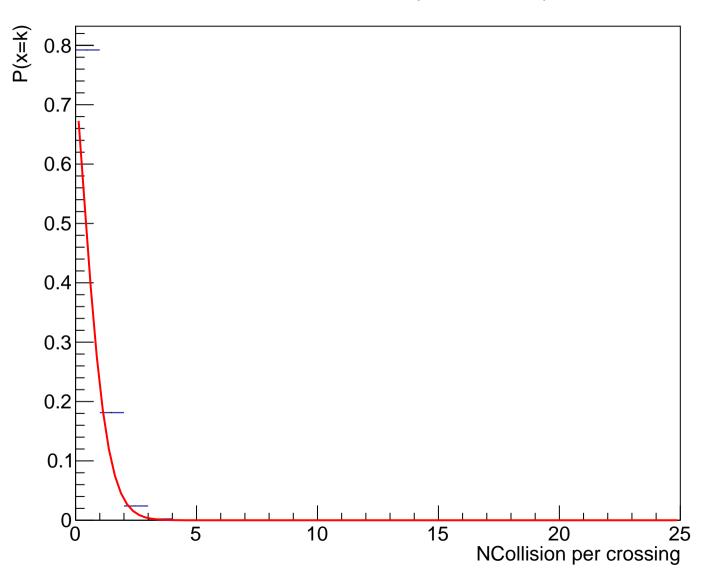
# TMath::Poisson(x, 0.2900)



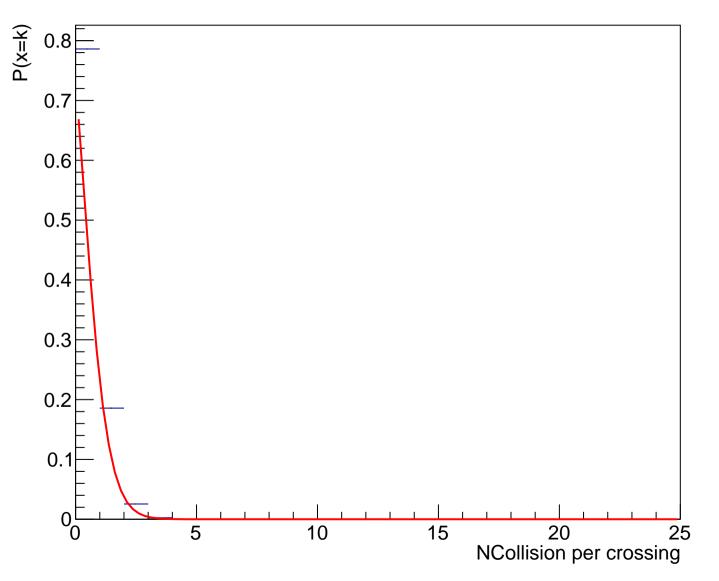
## TMath::Poisson(x, 0.3000)



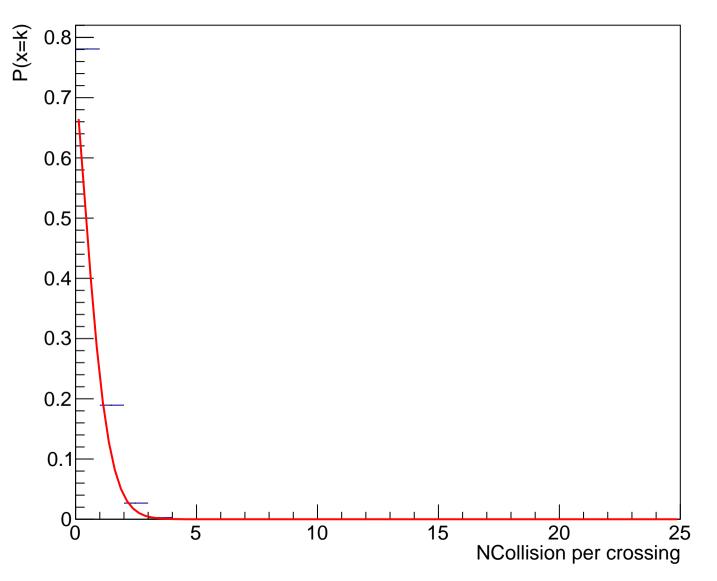
### TMath::Poisson(x, 0.3100)



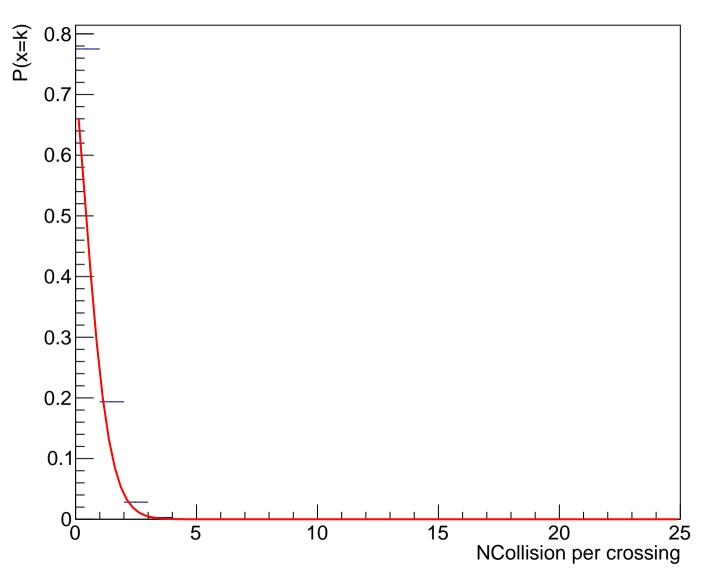
# TMath::Poisson(x, 0.3200)



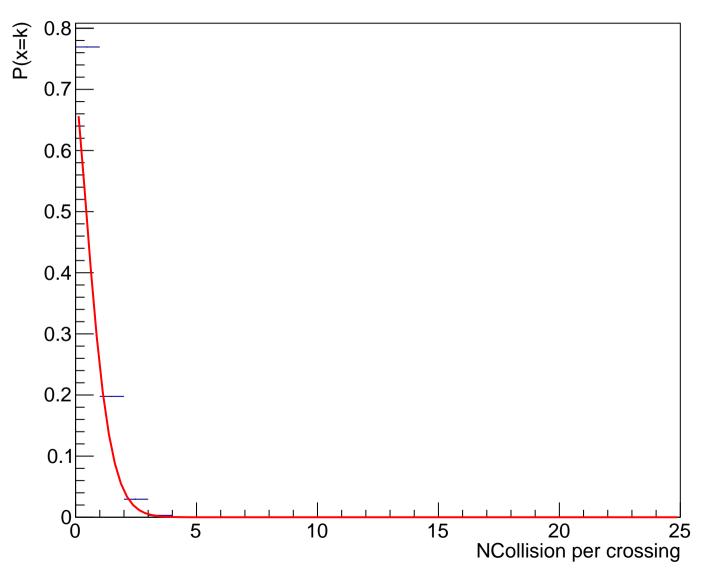
# TMath::Poisson(x, 0.3300)



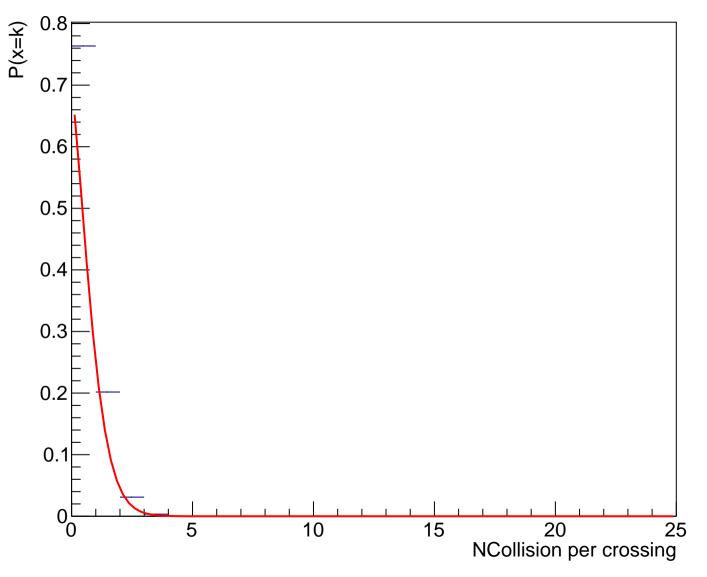
# TMath::Poisson(x, 0.3400)



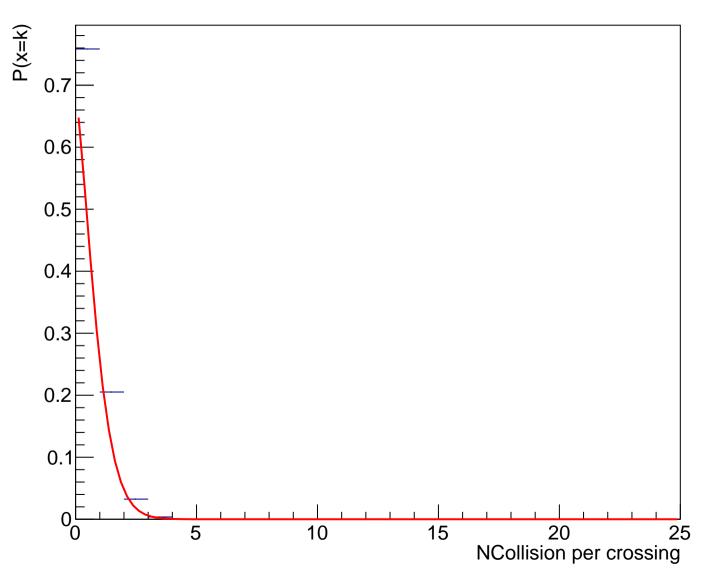
# TMath::Poisson(x, 0.3500)



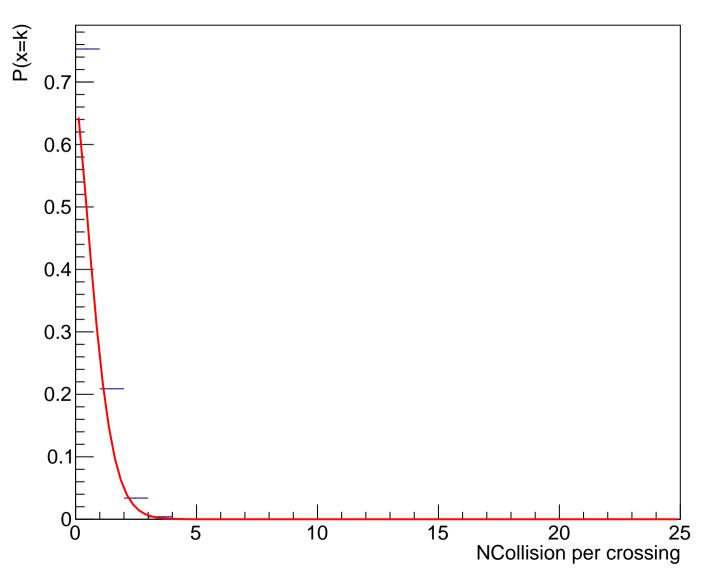
# TMath::Poisson(x, 0.3600)



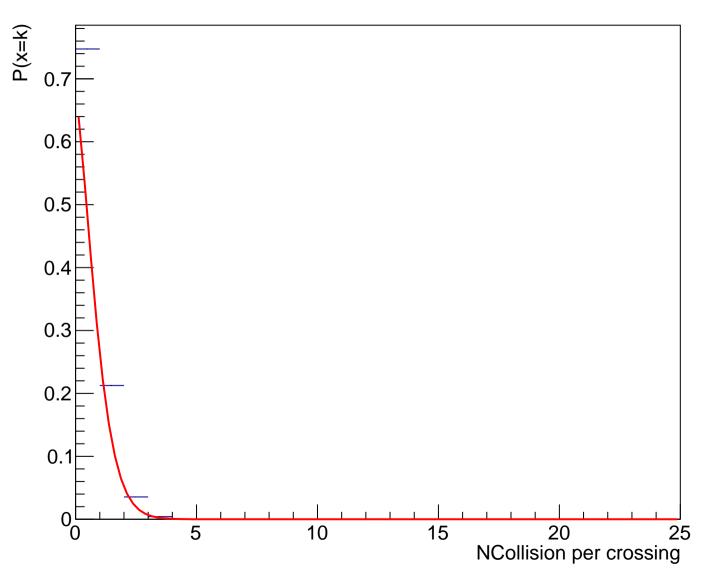
# TMath::Poisson(x, 0.3700)



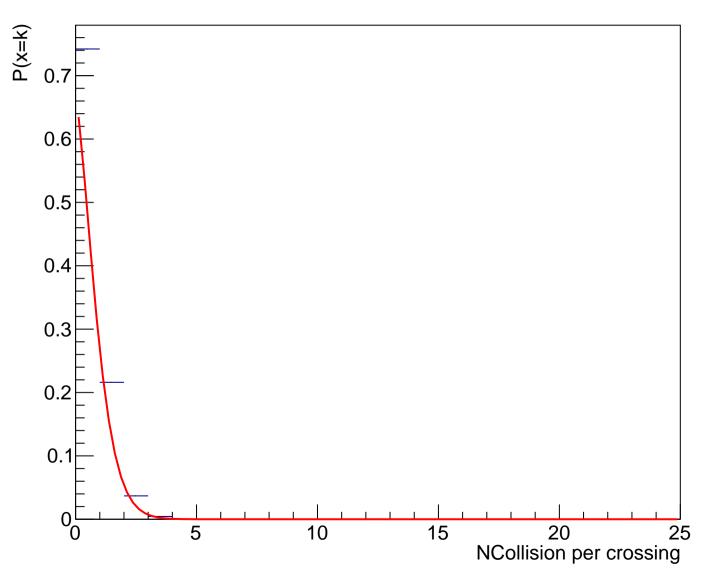
# TMath::Poisson(x, 0.3800)



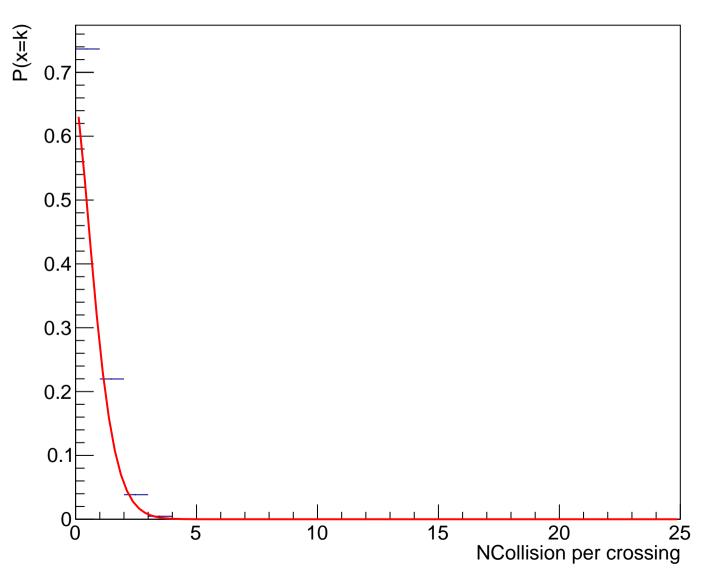
# TMath::Poisson(x, 0.3900)



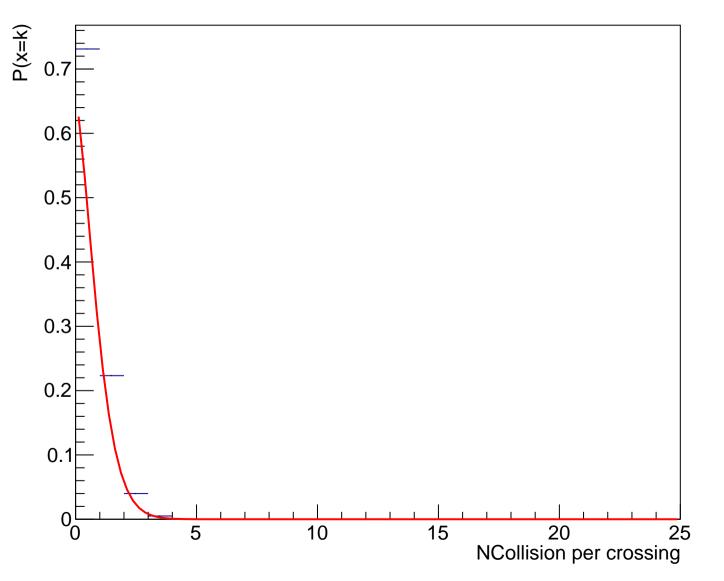
# TMath::Poisson(x, 0.4000)



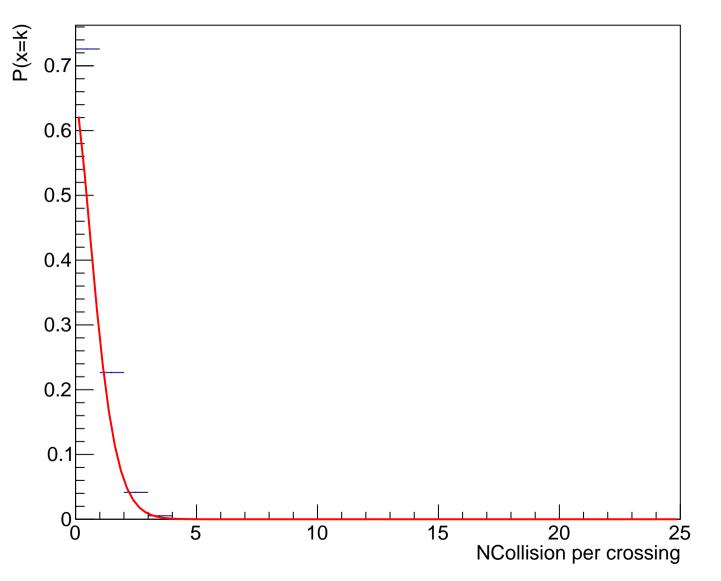
# TMath::Poisson(x, 0.4100)



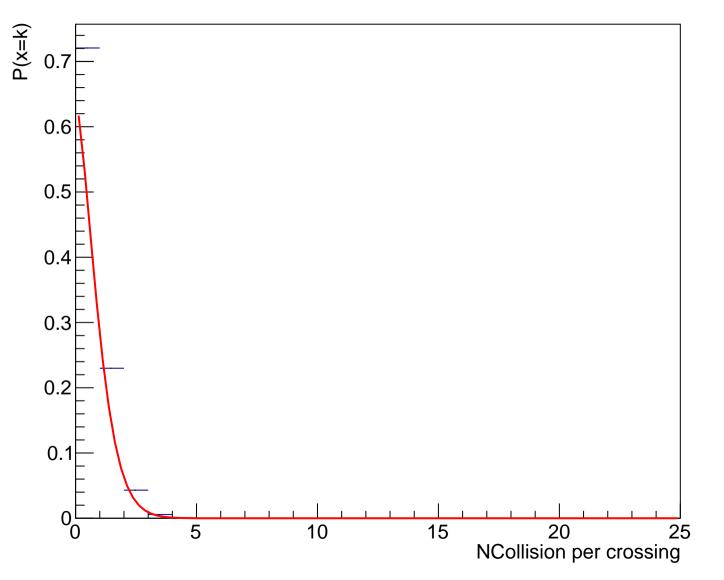
# TMath::Poisson(x, 0.4200)



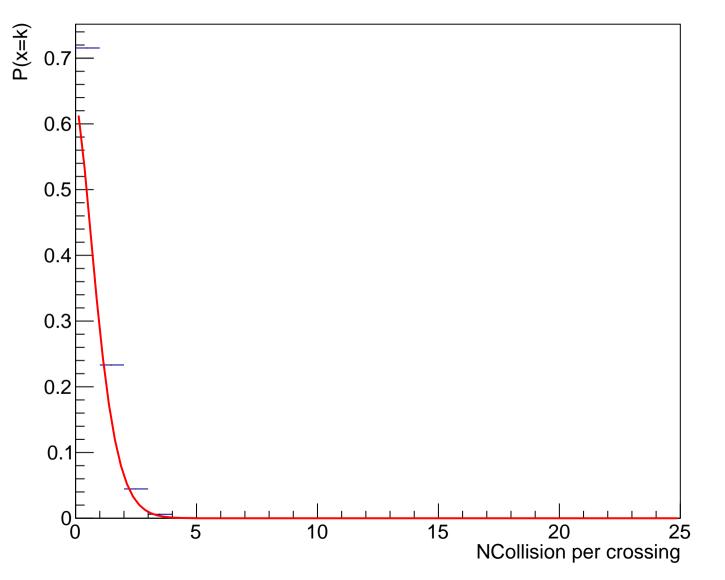
# TMath::Poisson(x, 0.4300)



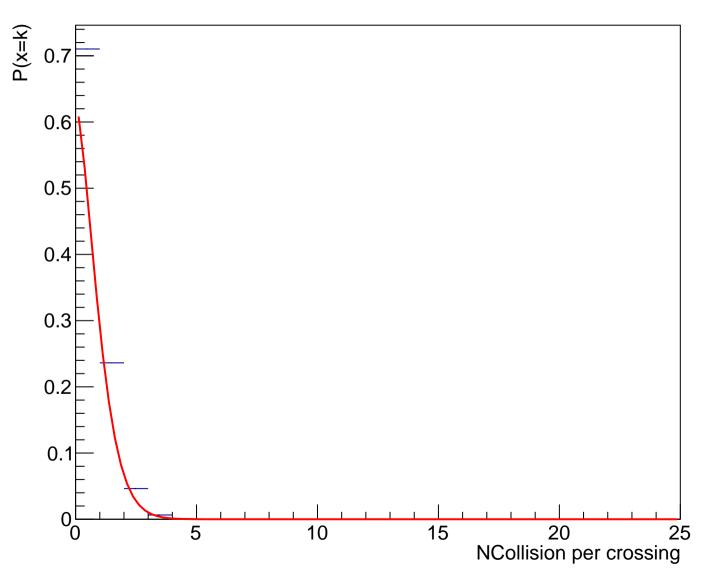
# TMath::Poisson(x, 0.4400)



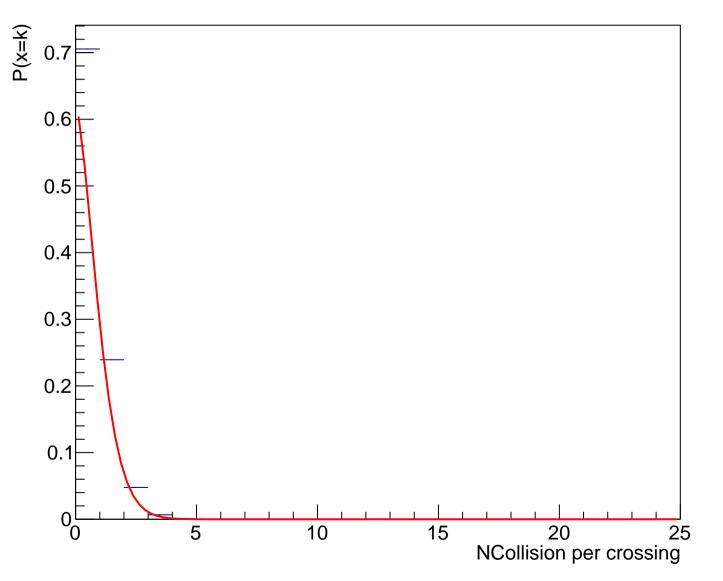
# TMath::Poisson(x, 0.4500)



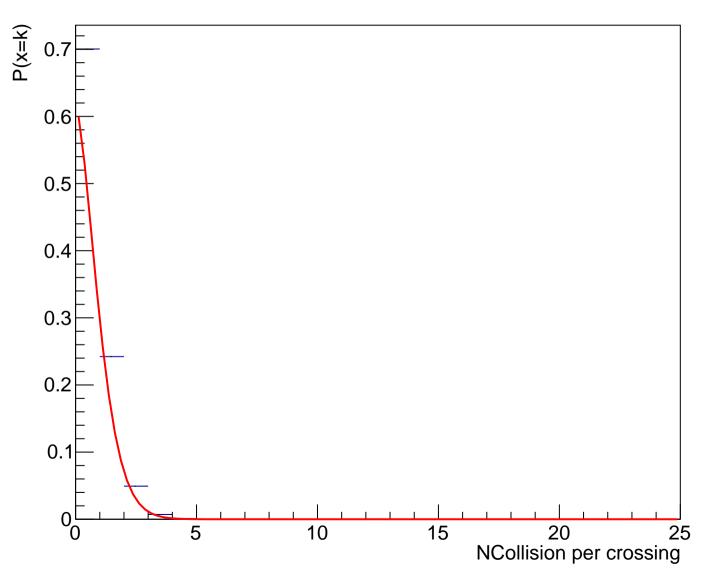
#### TMath::Poisson(x, 0.4600)



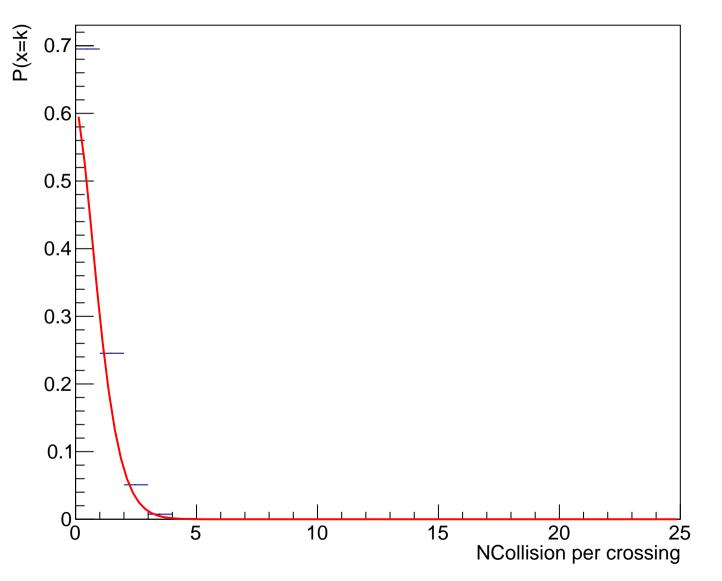
## TMath::Poisson(x, 0.4700)



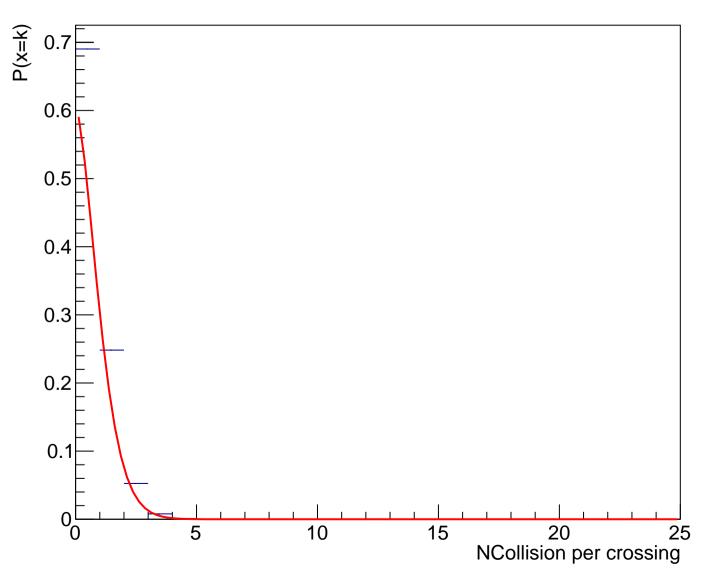
# TMath::Poisson(x, 0.4800)



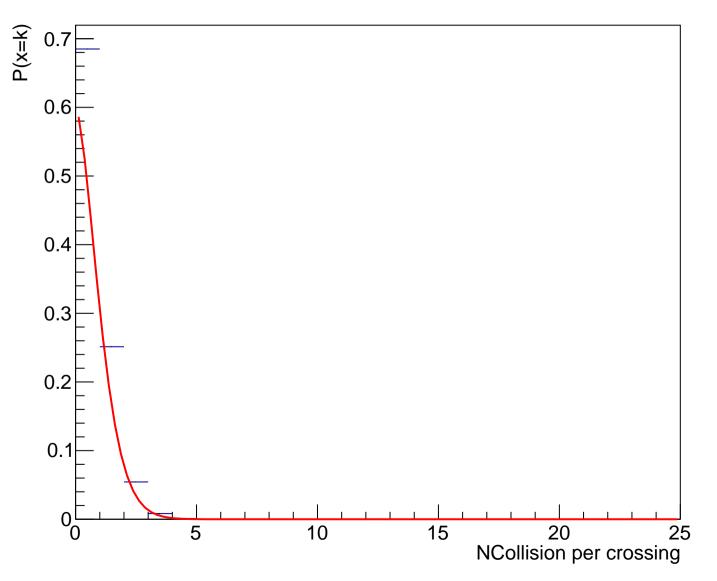
# TMath::Poisson(x, 0.4900)



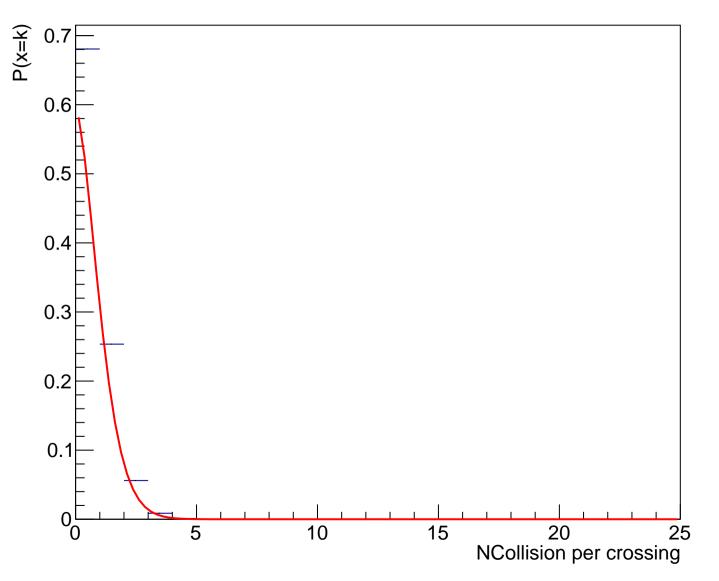
# TMath::Poisson(x, 0.5000)



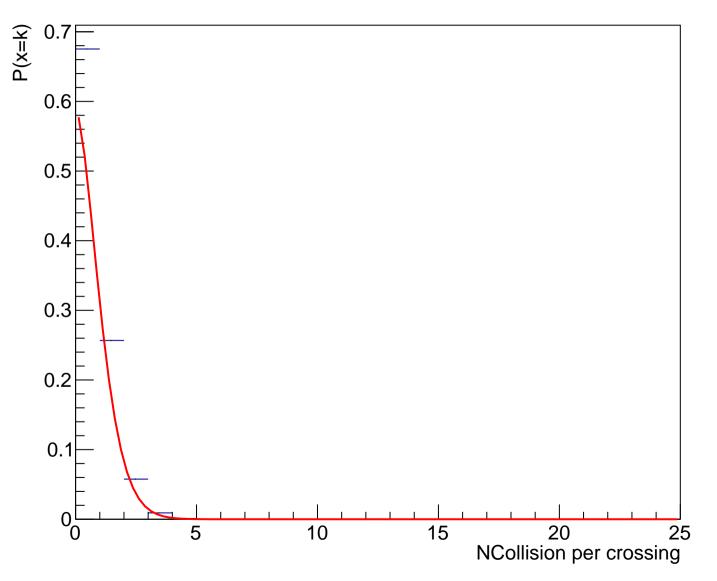
# TMath::Poisson(x, 0.5100)



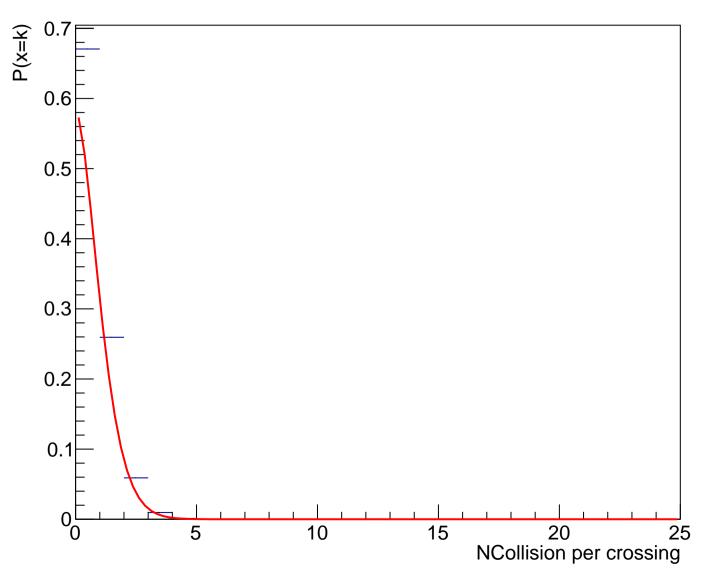
# TMath::Poisson(x, 0.5200)



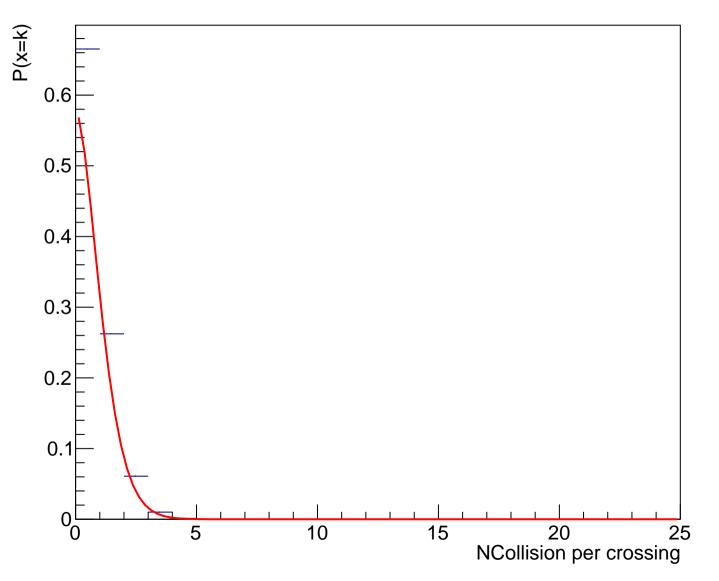
# TMath::Poisson(x, 0.5300)



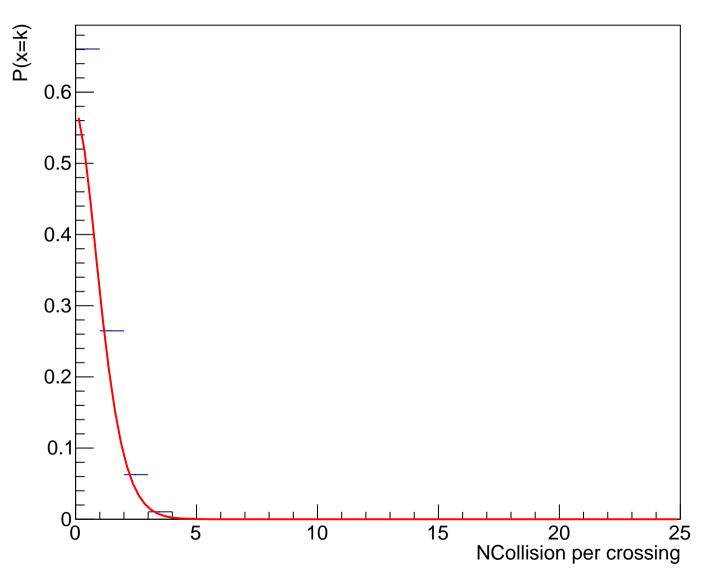
# TMath::Poisson(x, 0.5400)



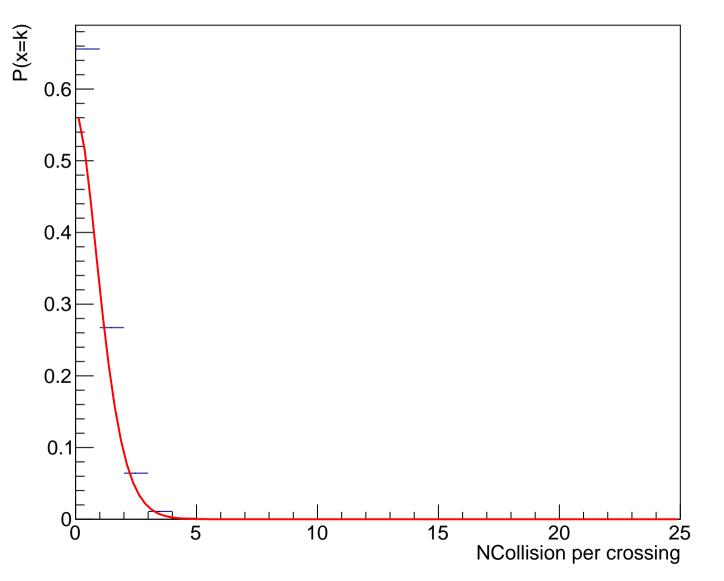
## TMath::Poisson(x, 0.5500)



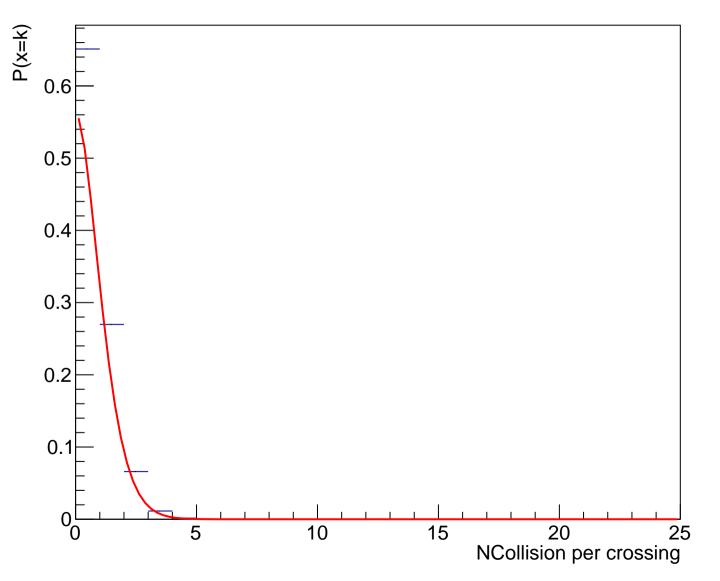
## TMath::Poisson(x, 0.5600)



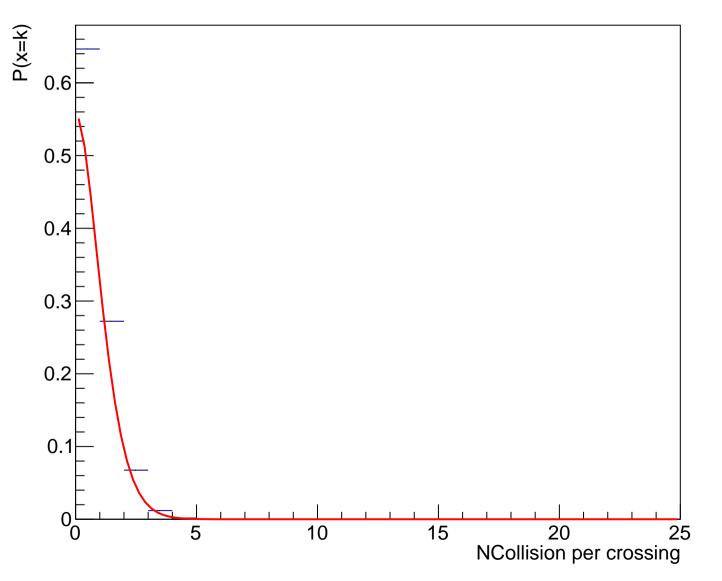
## TMath::Poisson(x, 0.5700)



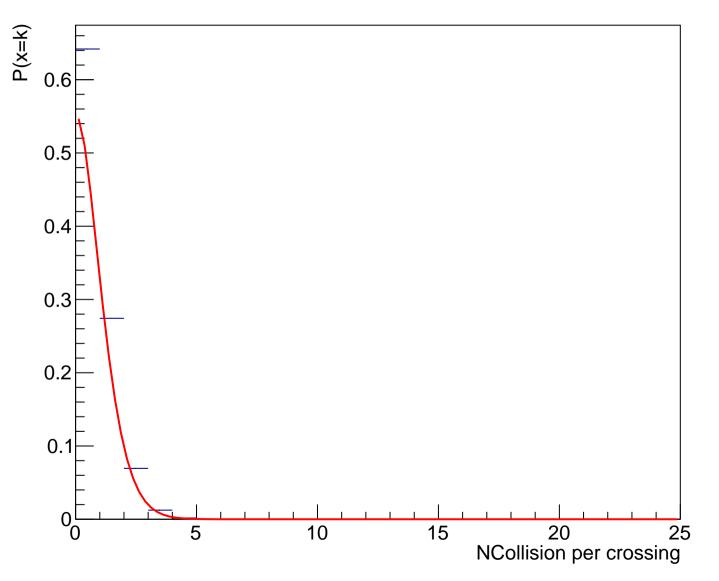
## TMath::Poisson(x, 0.5800)



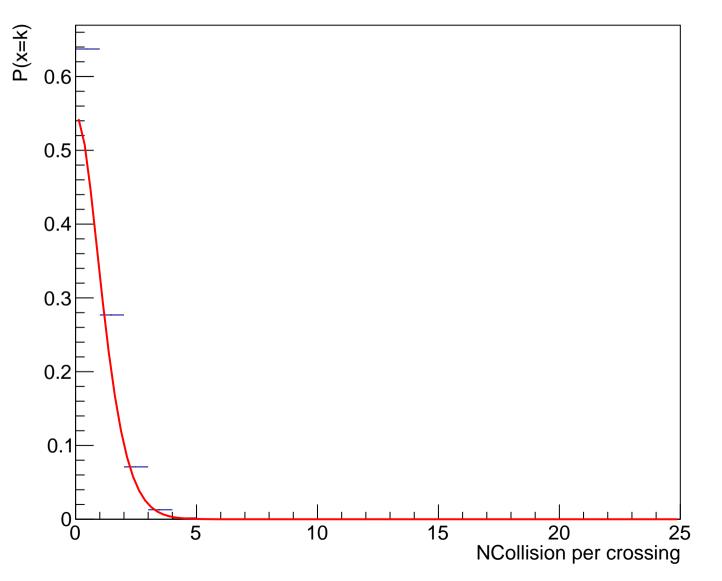
#### TMath::Poisson(x, 0.5900)



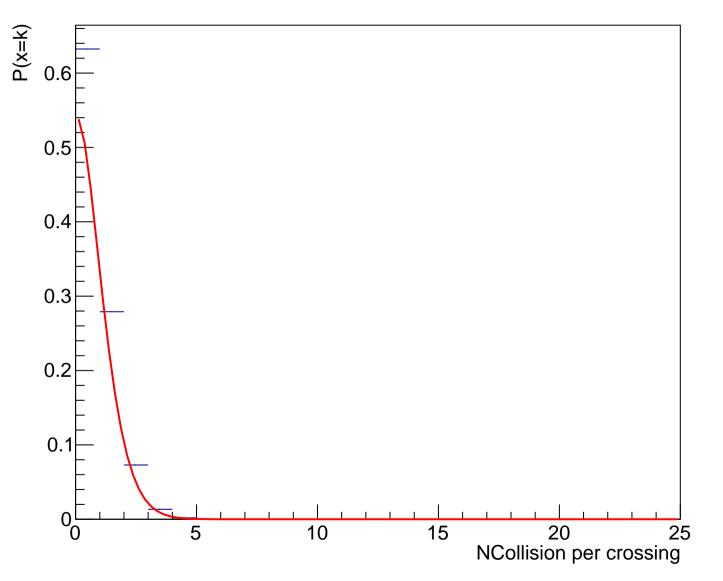
# TMath::Poisson(x, 0.6000)



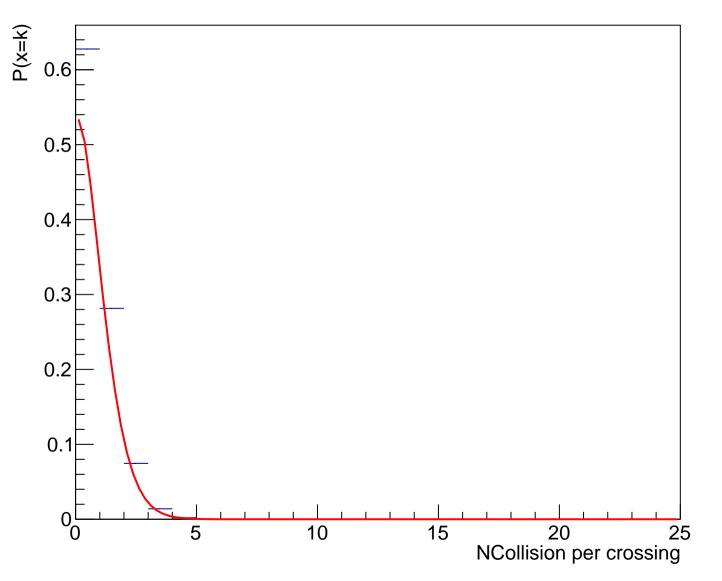
# TMath::Poisson(x, 0.6100)



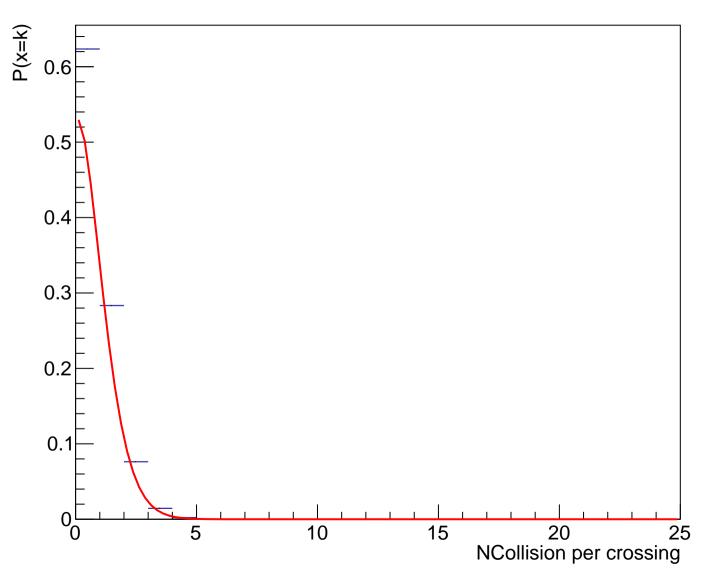
# TMath::Poisson(x, 0.6200)



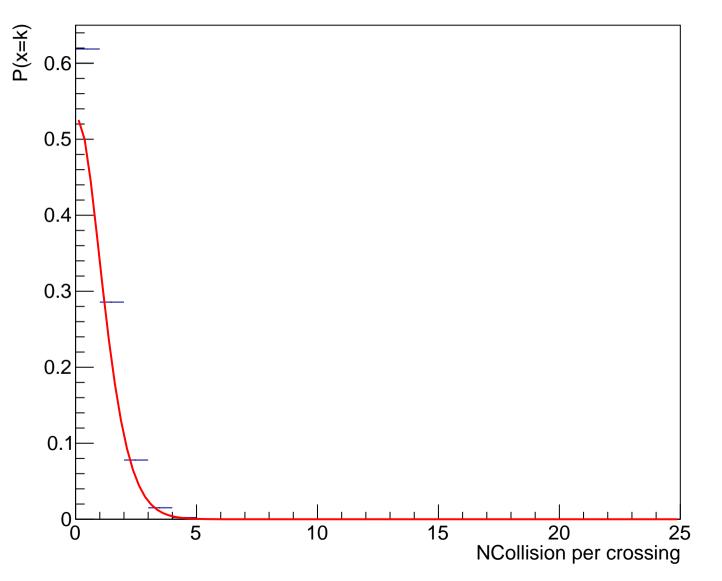
# TMath::Poisson(x, 0.6300)



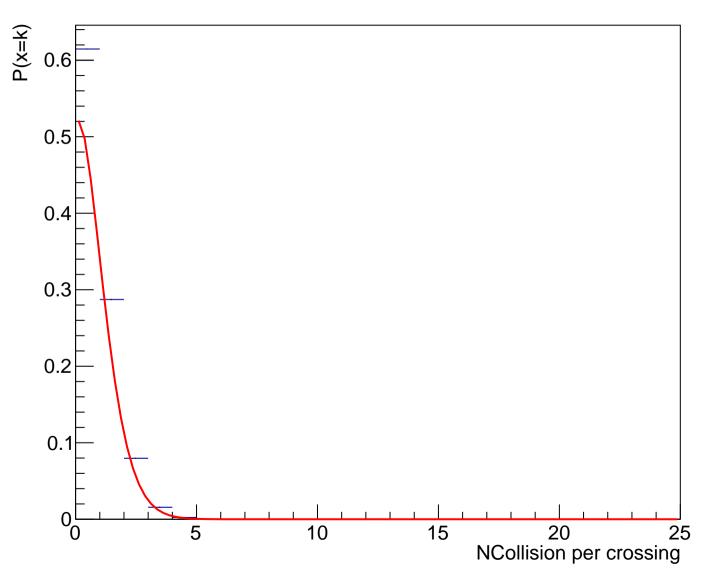
# TMath::Poisson(x, 0.6400)



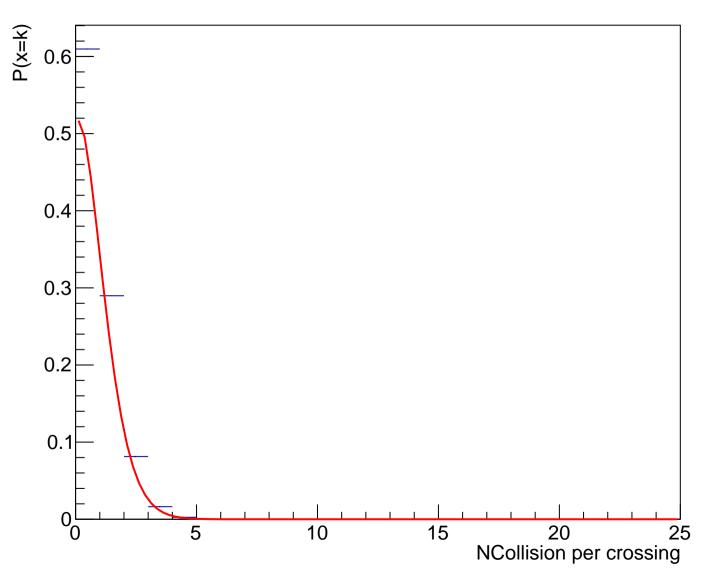
# TMath::Poisson(x, 0.6500)



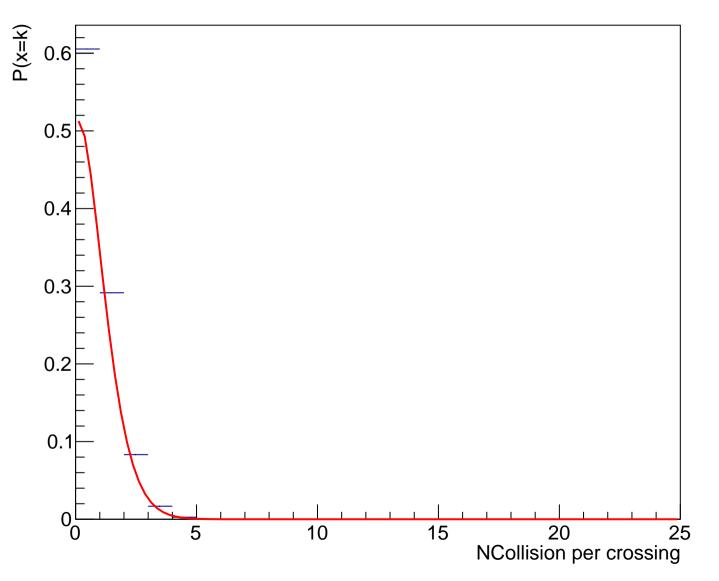
#### TMath::Poisson(x, 0.6600)



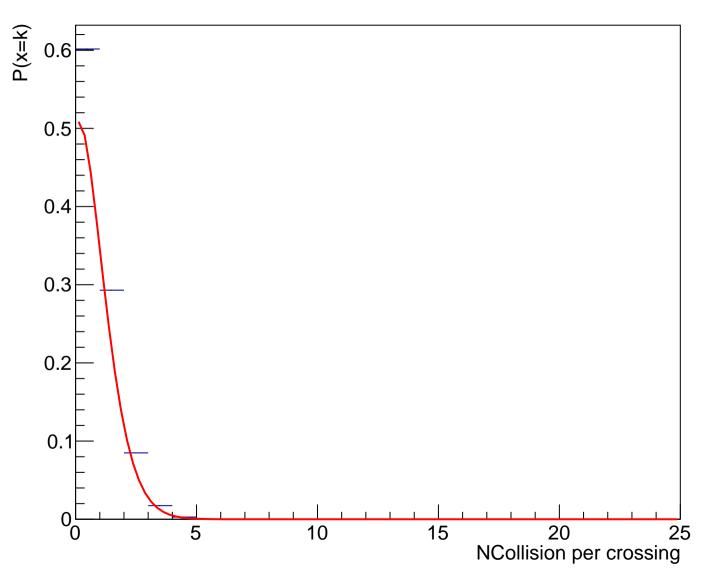
## TMath::Poisson(x, 0.6700)



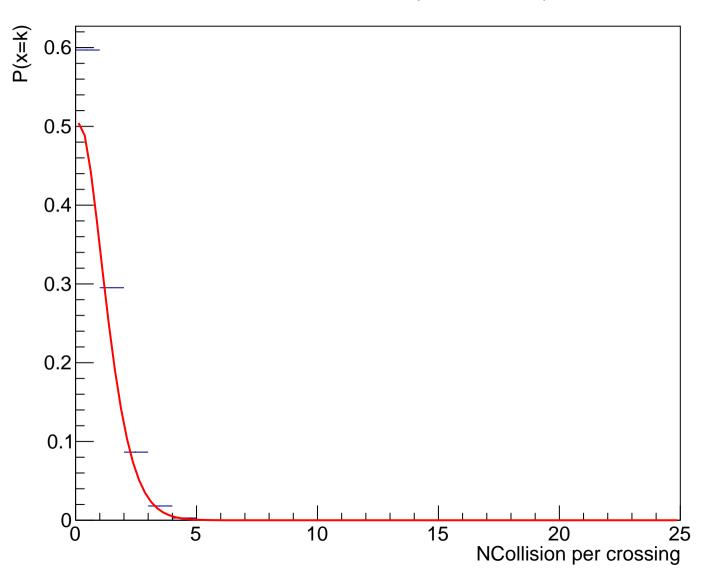
## TMath::Poisson(x, 0.6800)



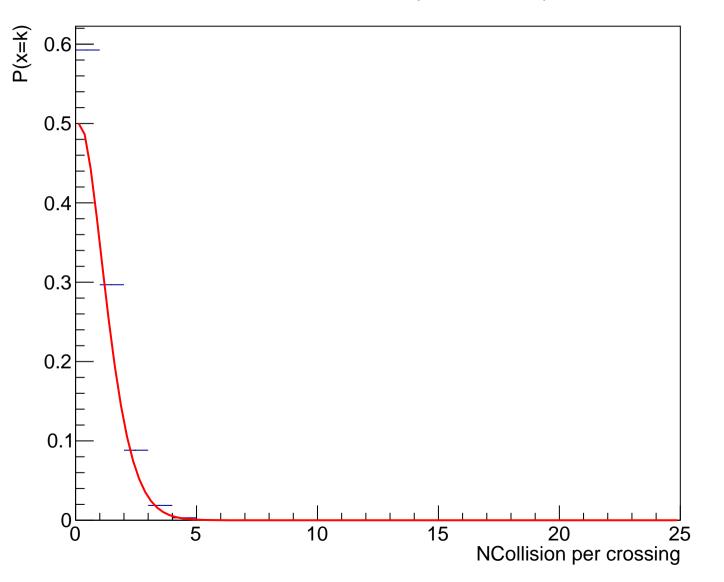
## TMath::Poisson(x, 0.6900)



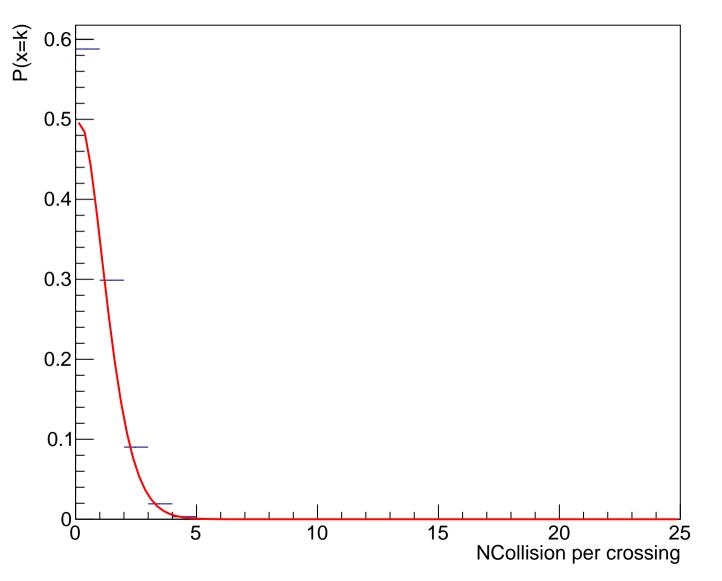
#### TMath::Poisson(x, 0.7000)



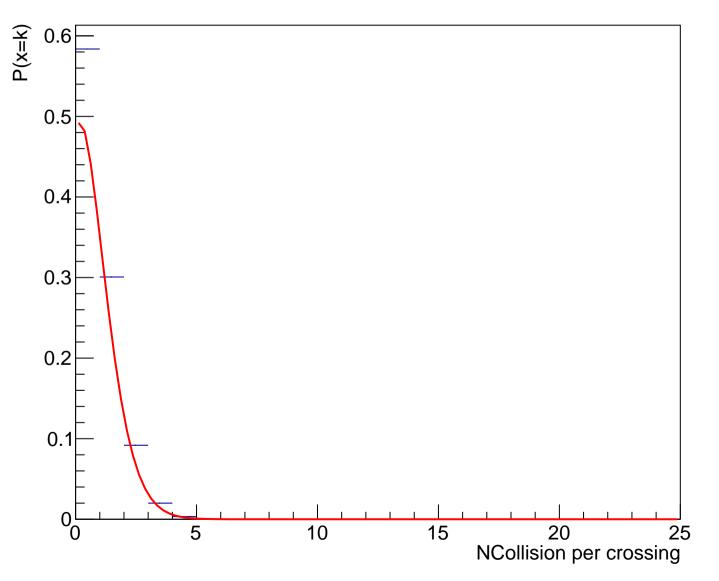
#### TMath::Poisson(x, 0.7100)



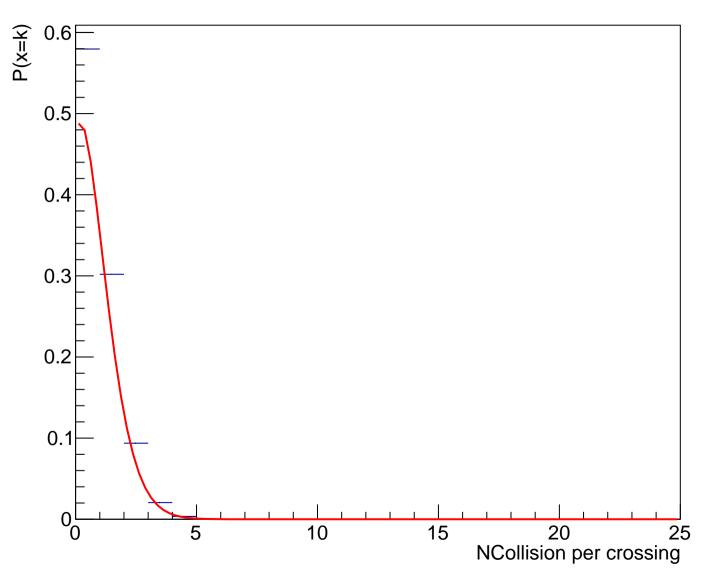
## TMath::Poisson(x, 0.7200)



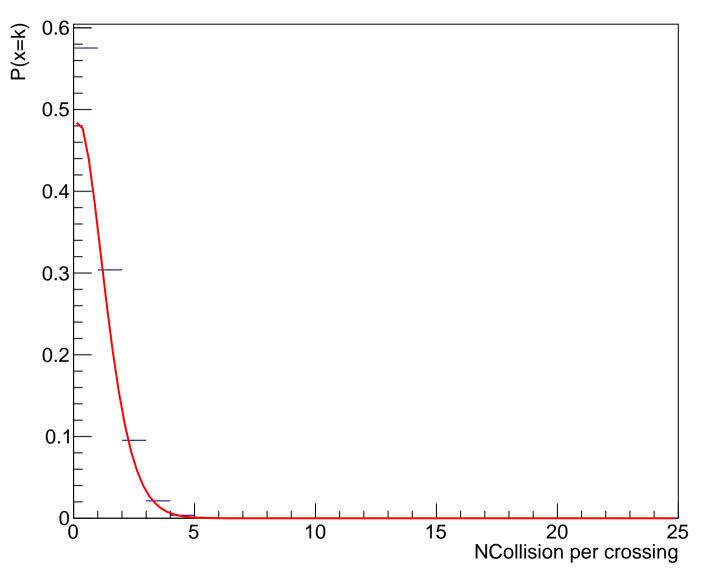
# TMath::Poisson(x, 0.7300)



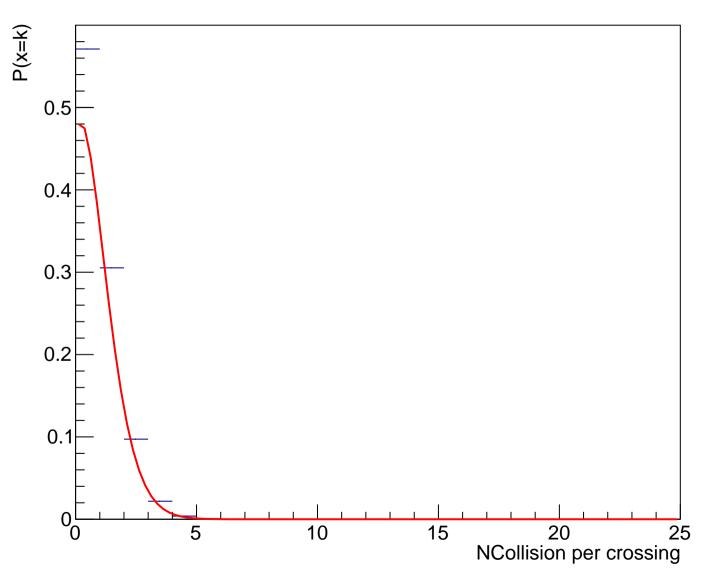
## TMath::Poisson(x, 0.7400)



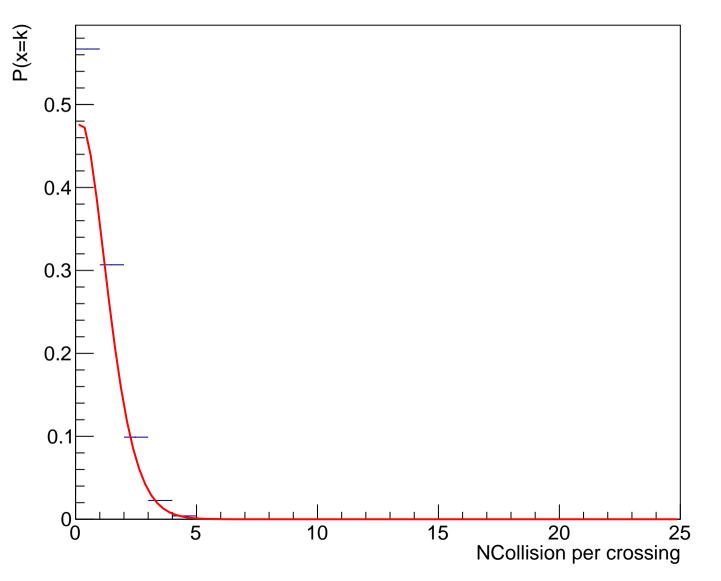
# TMath::Poisson(x, 0.7500)



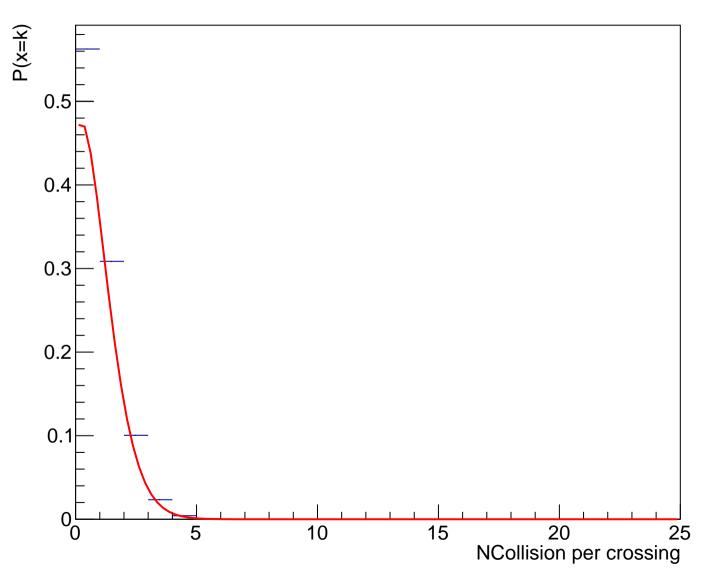
## TMath::Poisson(x, 0.7600)



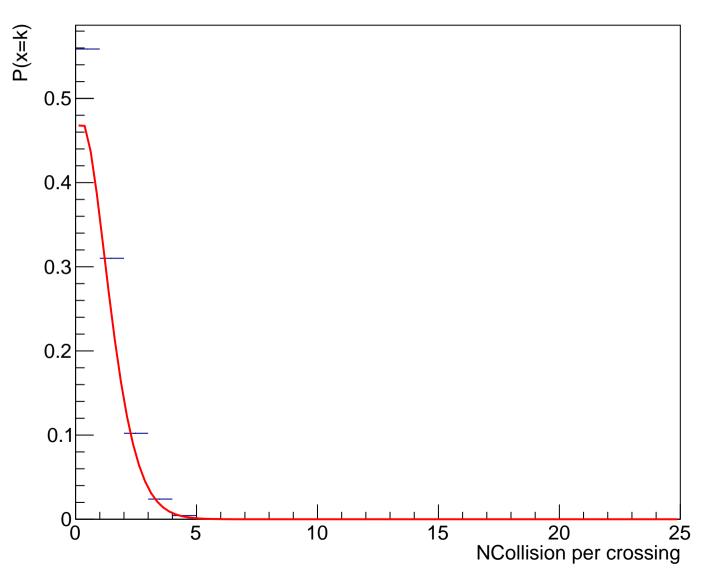
## TMath::Poisson(x, 0.7700)



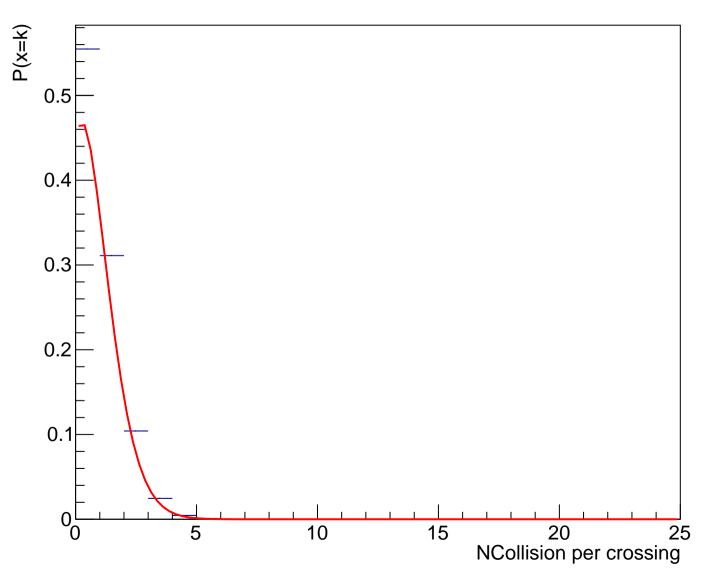
# TMath::Poisson(x, 0.7800)



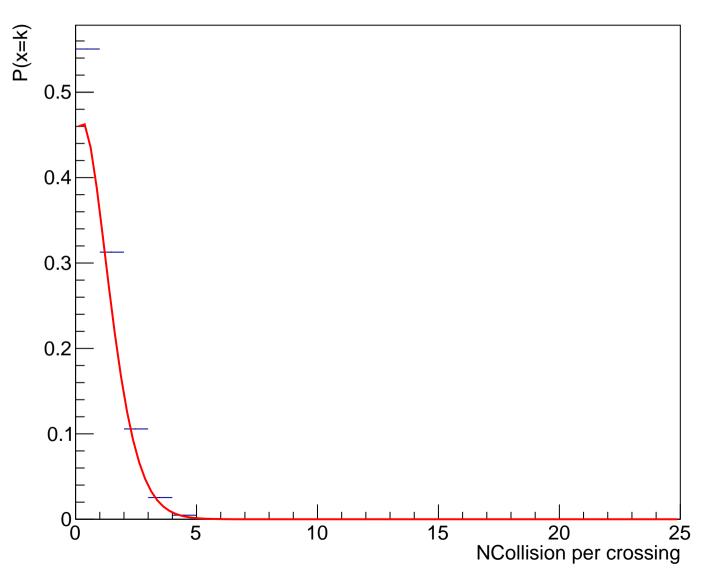
# TMath::Poisson(x, 0.7900)



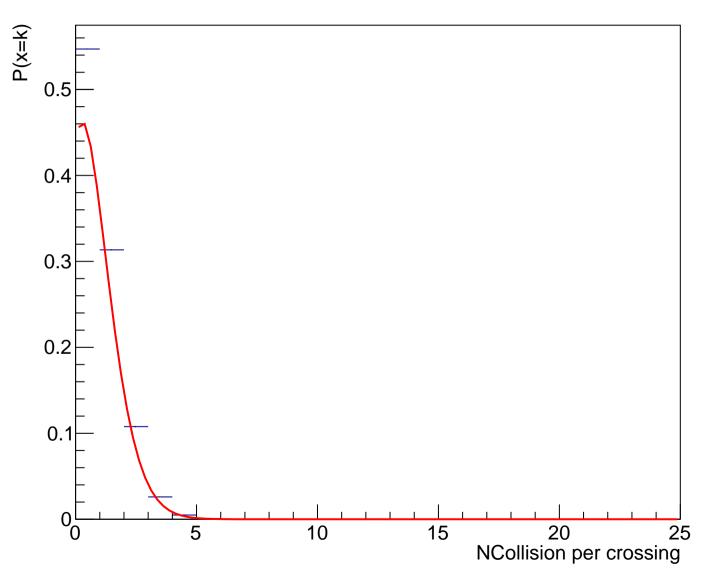
# TMath::Poisson(x, 0.8000)



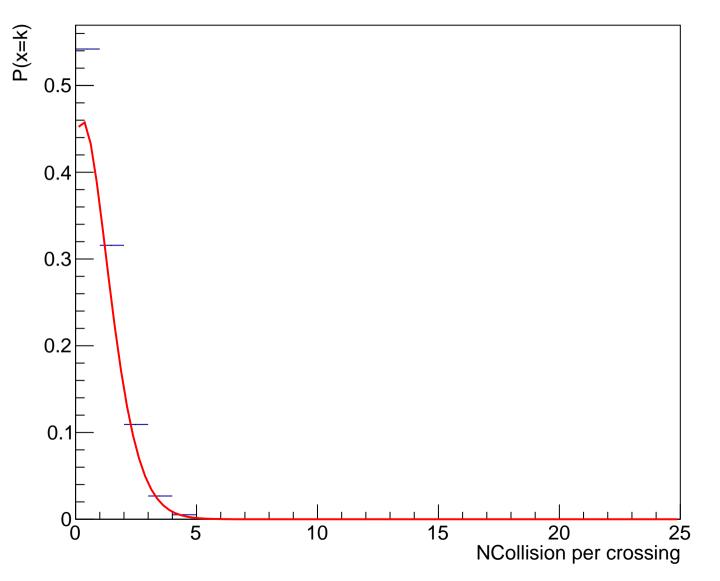
# TMath::Poisson(x, 0.8100)



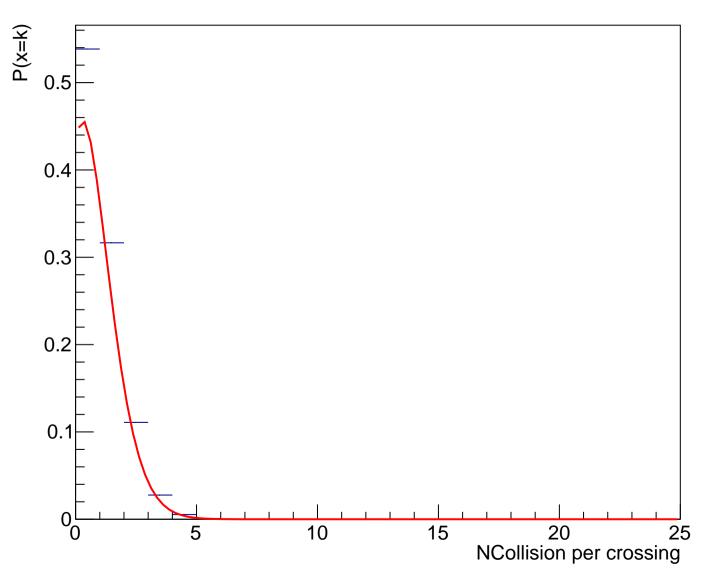
# TMath::Poisson(x, 0.8200)



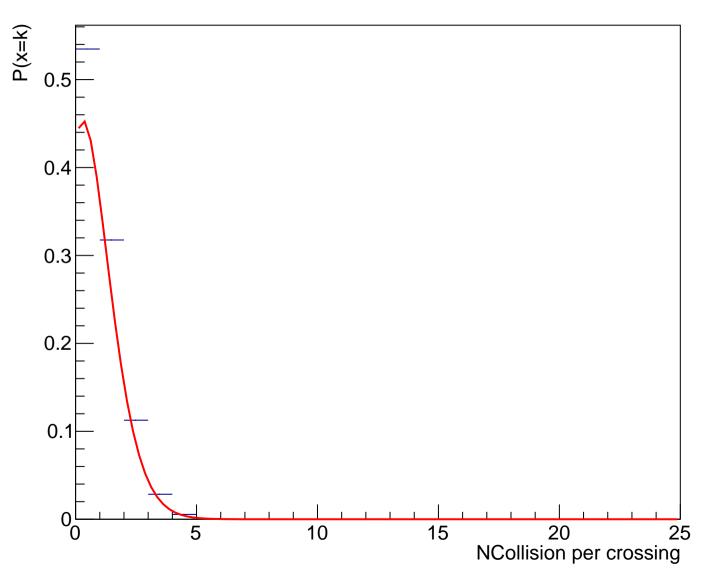
# TMath::Poisson(x, 0.8300)



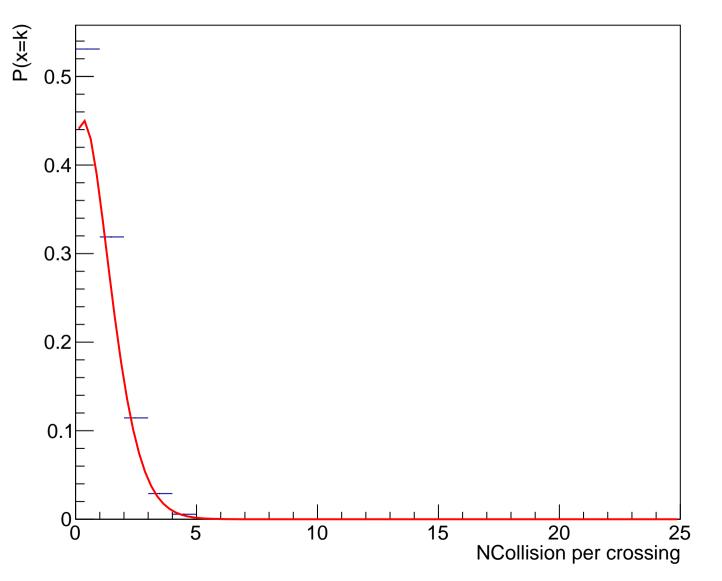
# TMath::Poisson(x, 0.8400)



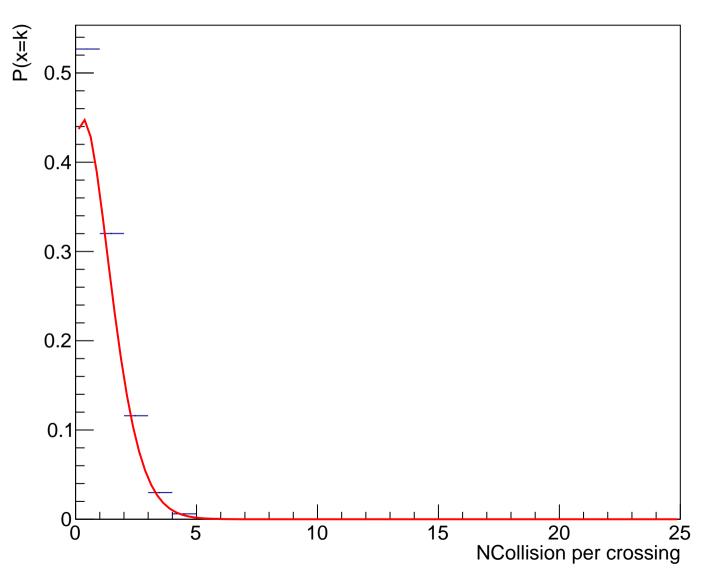
## TMath::Poisson(x, 0.8500)



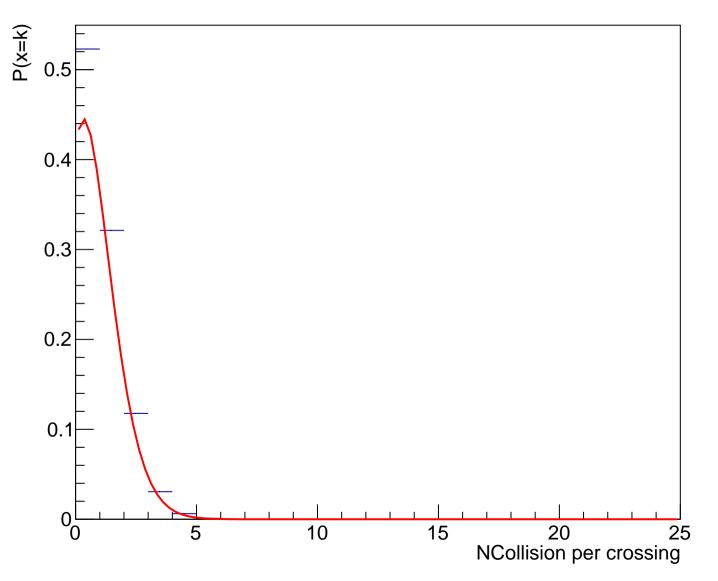
## TMath::Poisson(x, 0.8600)



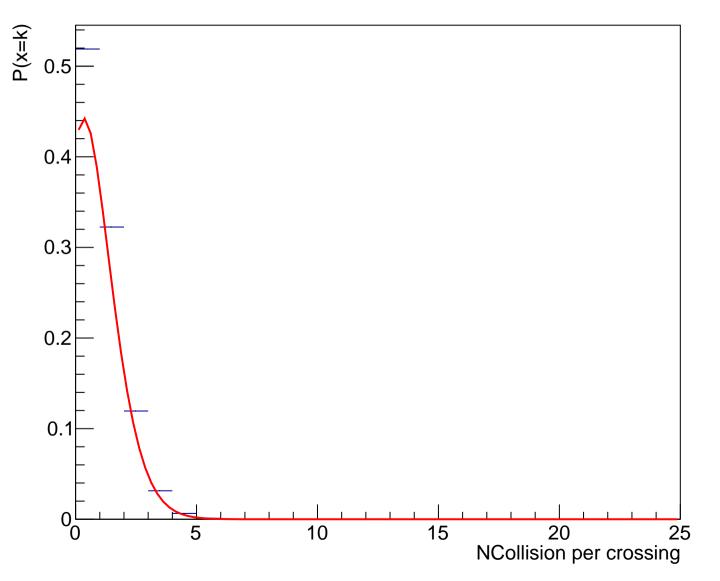
# TMath::Poisson(x, 0.8700)



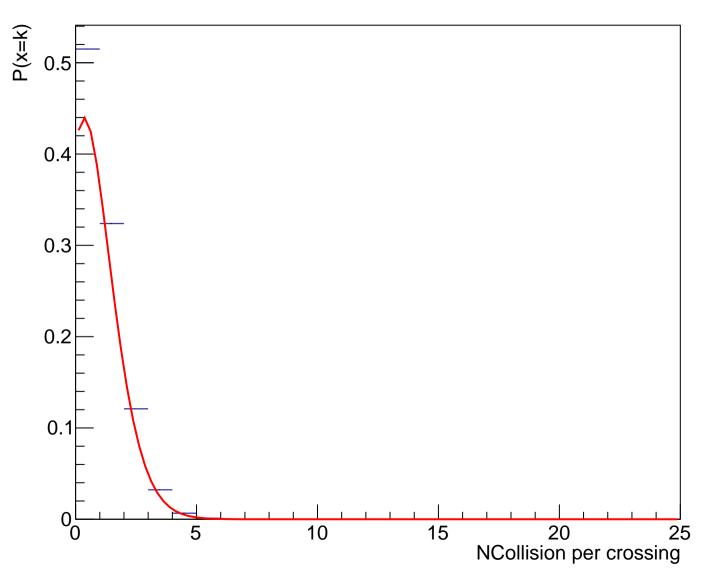
# TMath::Poisson(x, 0.8800)



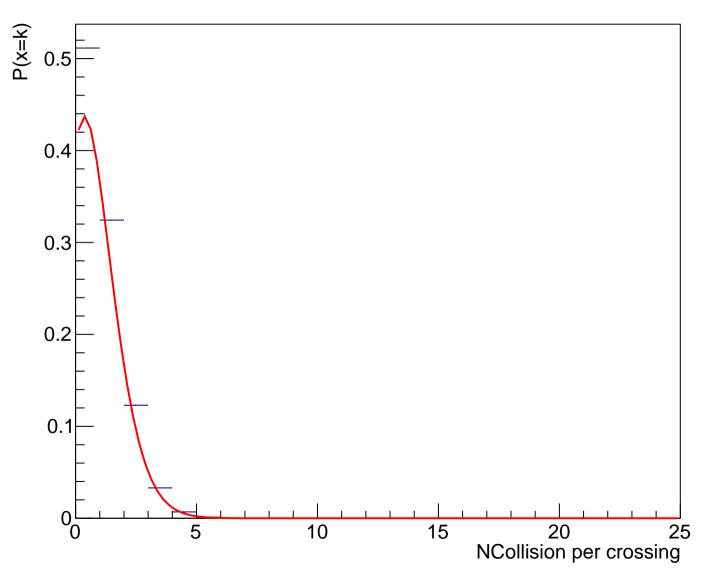
## TMath::Poisson(x, 0.8900)



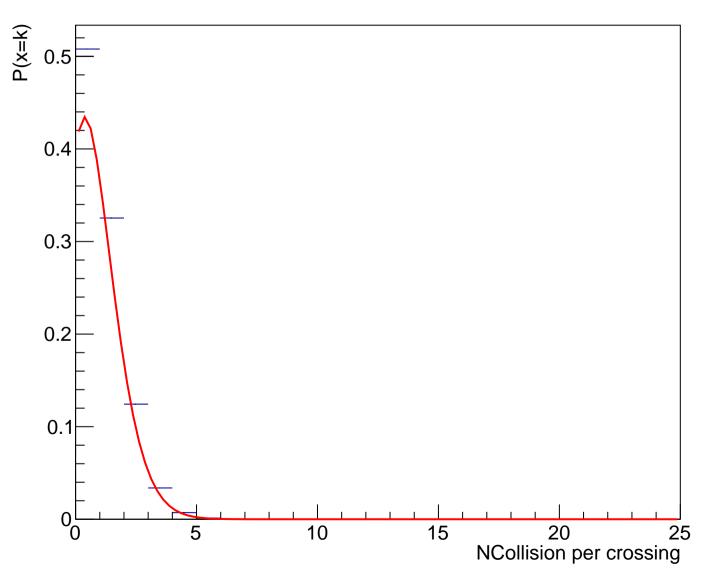
# TMath::Poisson(x, 0.9000)



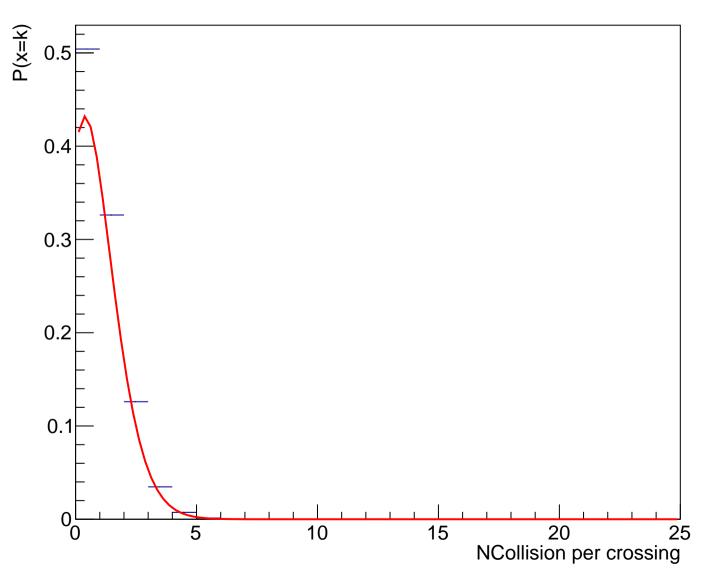
# TMath::Poisson(x, 0.9100)



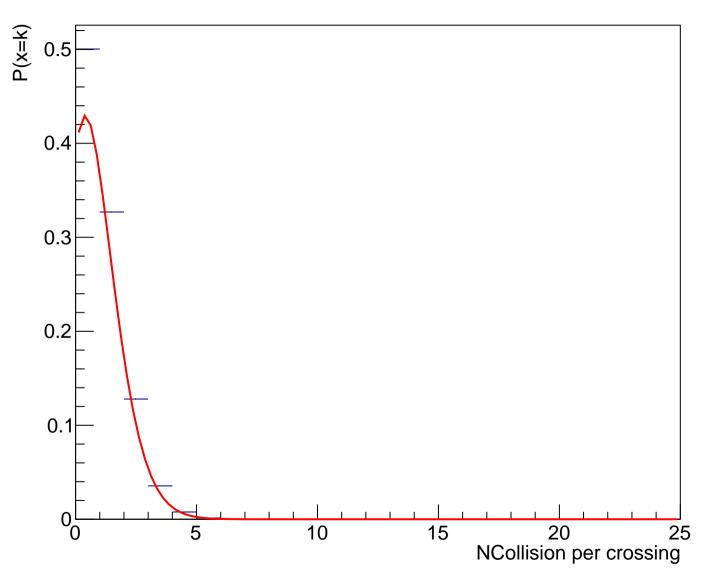
# TMath::Poisson(x, 0.9200)



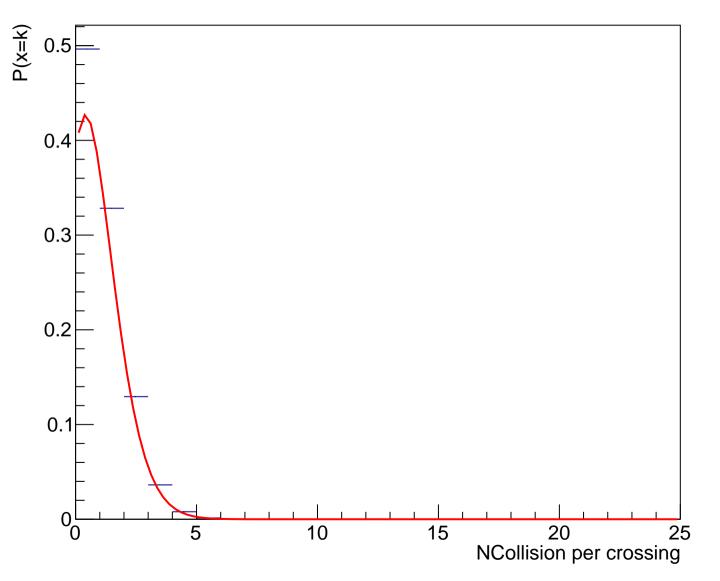
# TMath::Poisson(x, 0.9300)



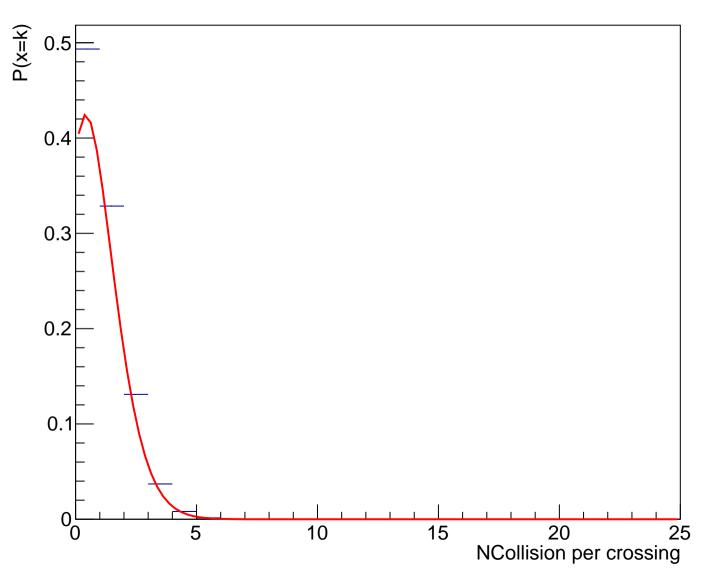
# TMath::Poisson(x, 0.9400)



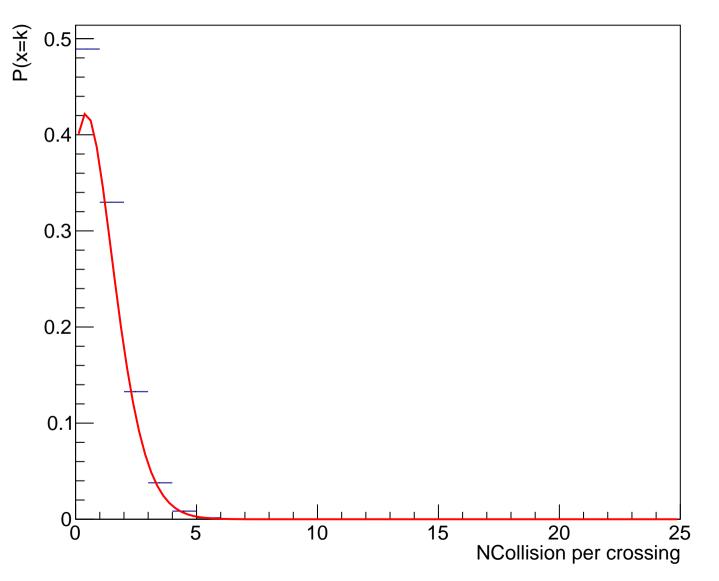
## TMath::Poisson(x, 0.9500)



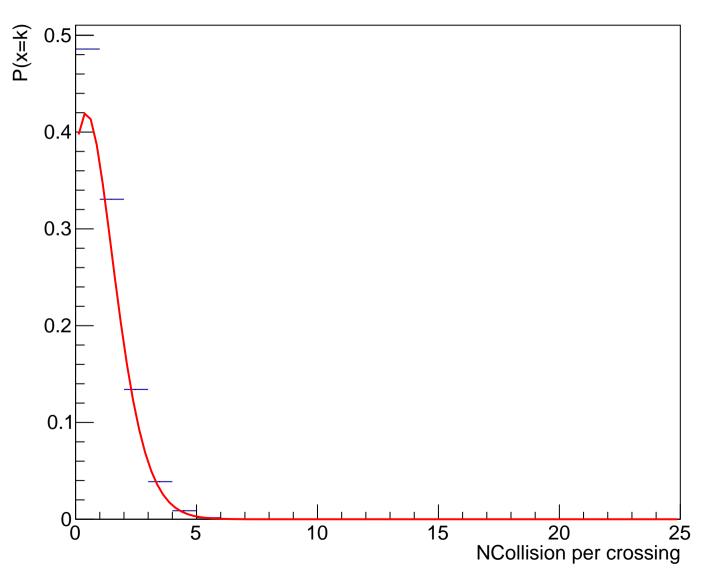
## TMath::Poisson(x, 0.9600)



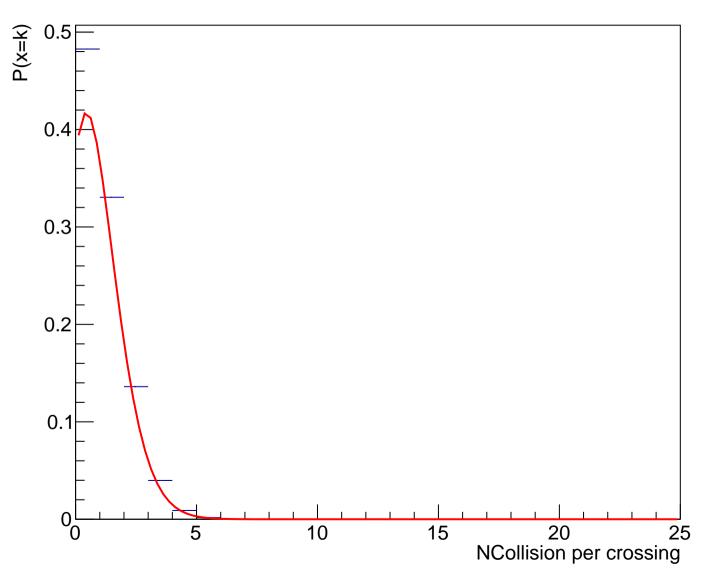
## TMath::Poisson(x, 0.9700)



# TMath::Poisson(x, 0.9800)



# TMath::Poisson(x, 0.9900)



## TMath::Poisson(x, 1.0000)

