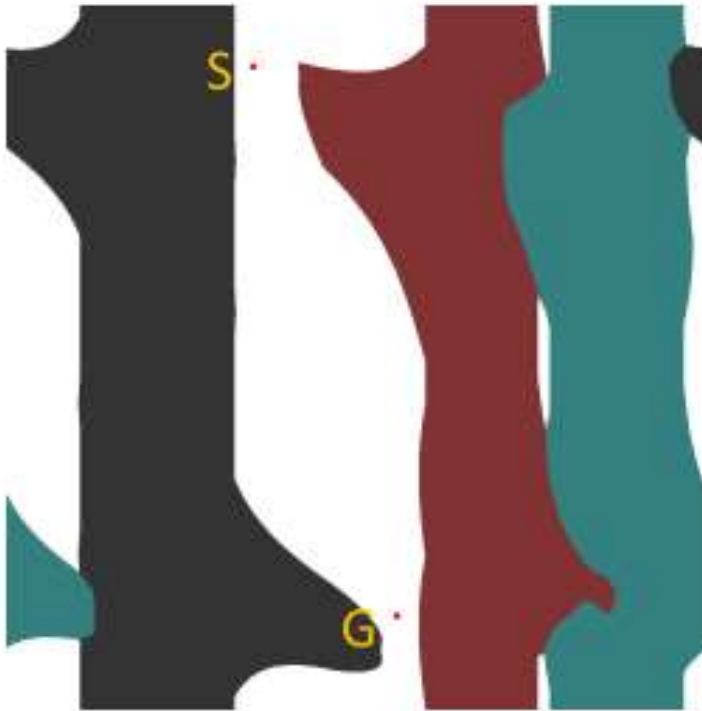


Note that a shaded (cross lined) square indicates that this square in the grid is invalid due to part of it colliding with an obstacle.

4a:



4b:

