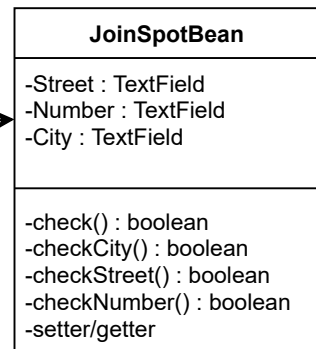
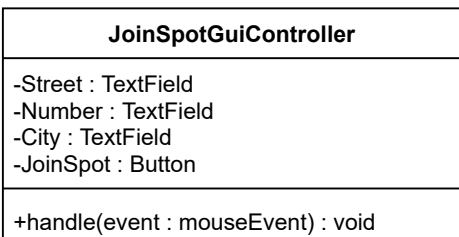
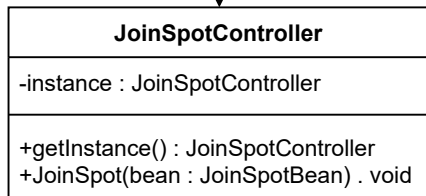


<<Boundary>>



<<Control>>



<<Entity>>

