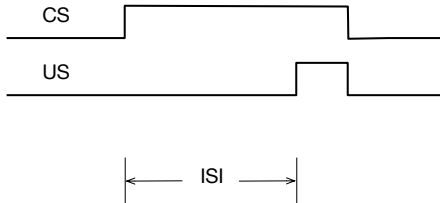


## Delay Conditioning



## Trace Conditioning

