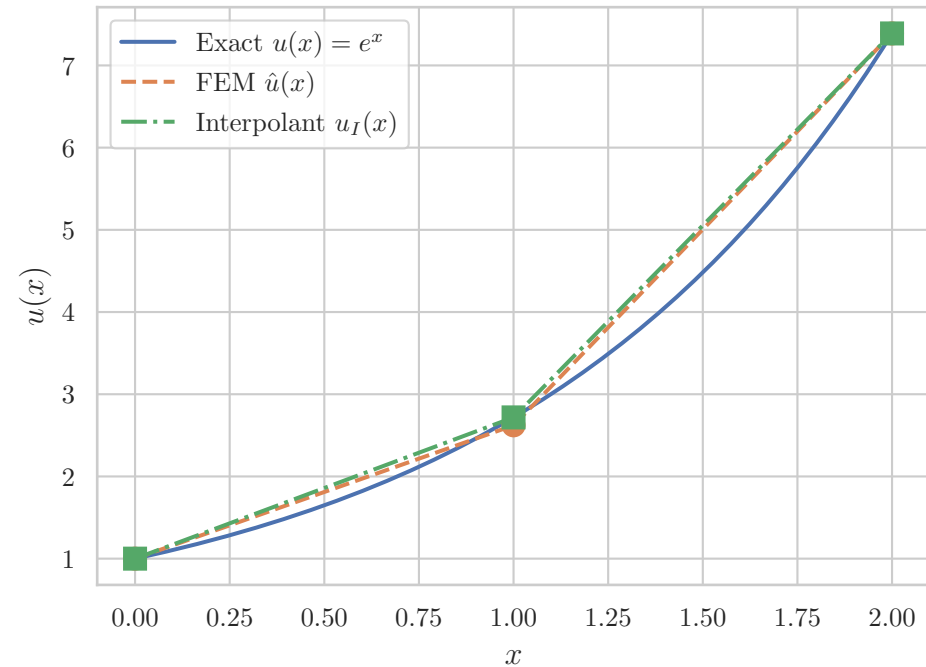


(a) Uniform mesh



(b) Non-uniform mesh

