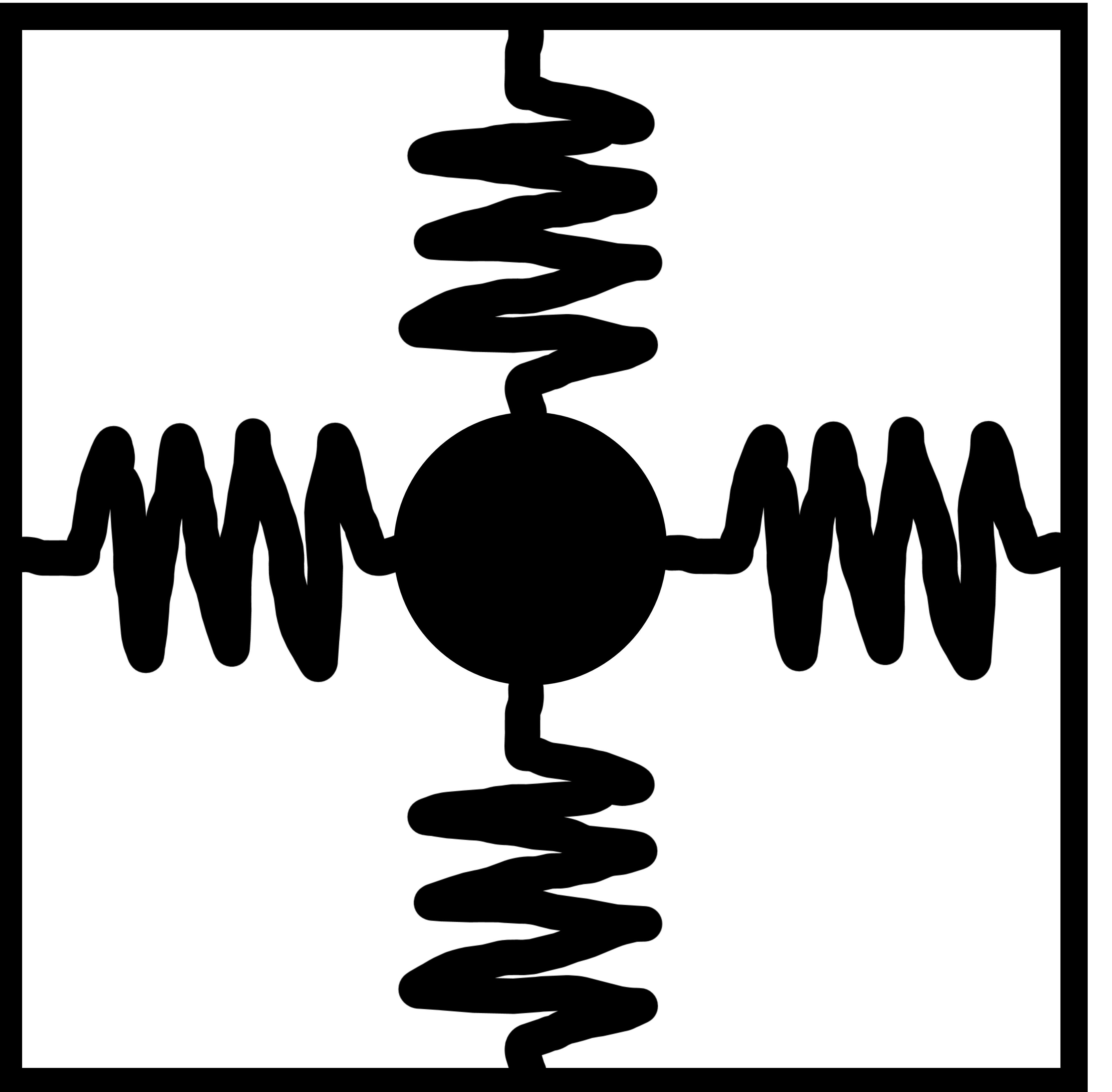


**Inertial Frame
(Constant Velocity)**



**Non-Inertial Frame
(Accelerating)**

