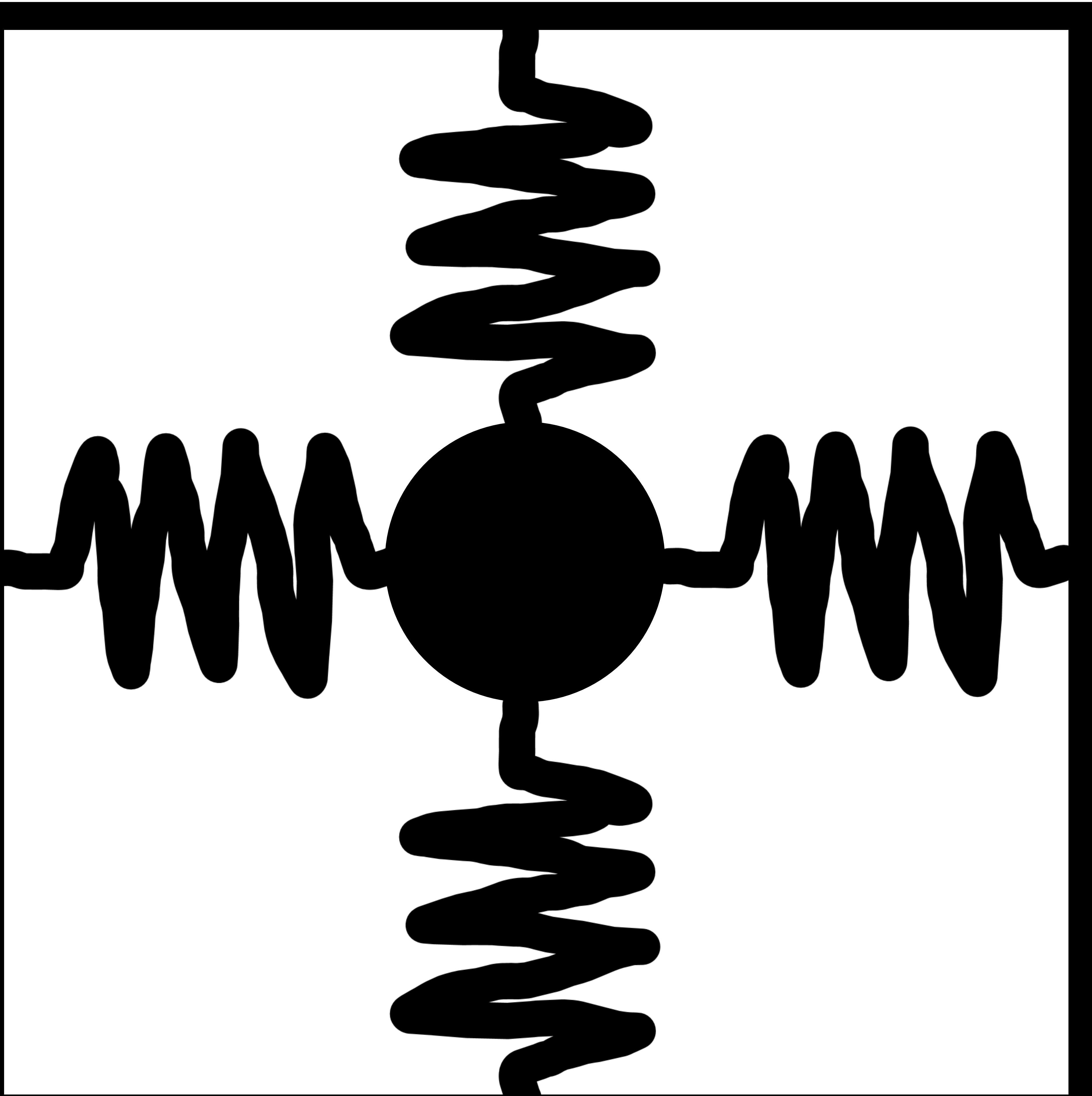


**Inertial Frame**  
**(Constant Velocity)**



**Non-Inertial Frame**  
**(Accelerating)**

