

**a**

0

1

2

3 4



**b**



**c**

0

2

1

4

3



**d**

5

6

7



**f**

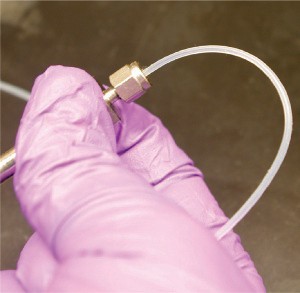
5

6

7

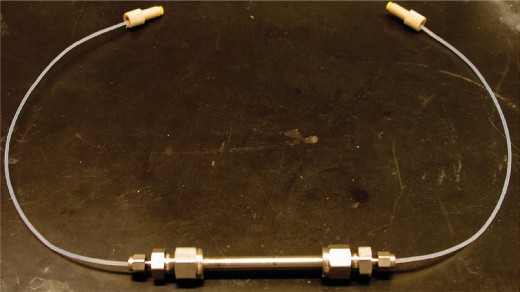


**e**



**g**

Force



**h**



**i**

Sand