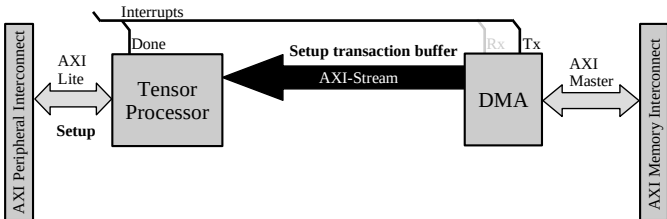


a) Setup



a) Compute

