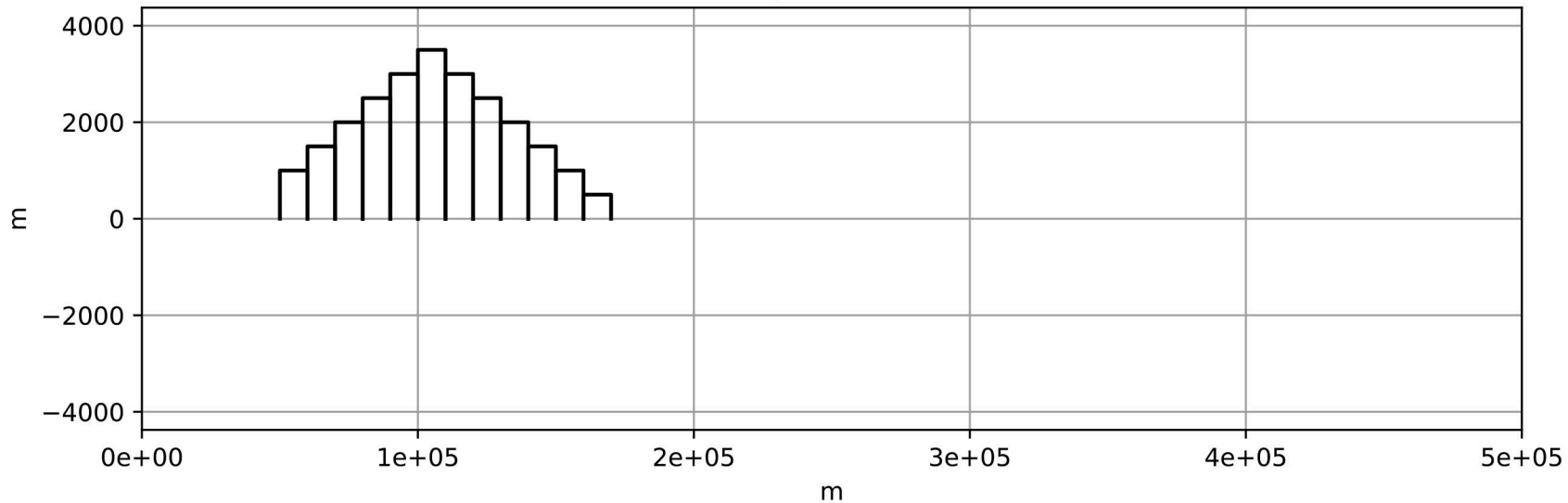


Input loads



Deflected loads

