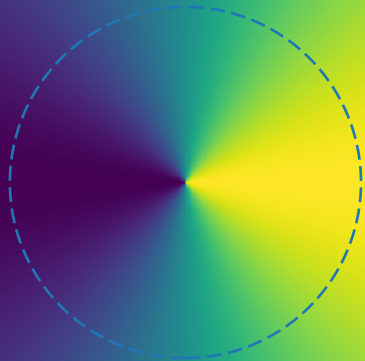


**x deflection**



**y deflection**

