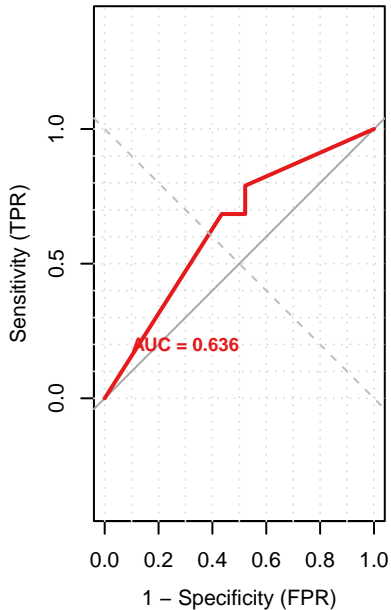
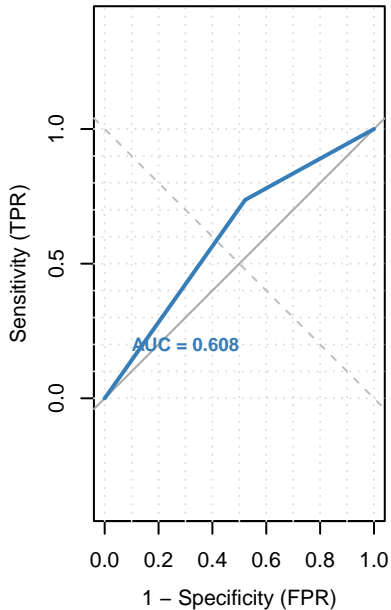
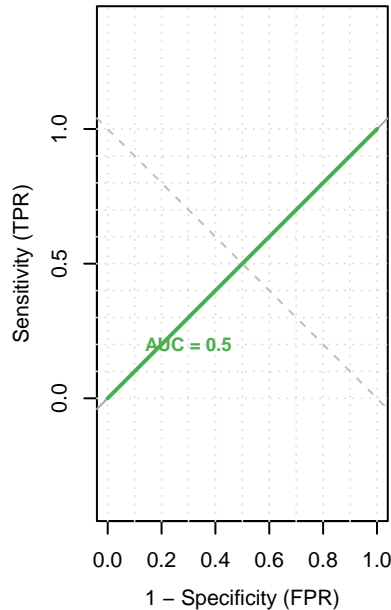
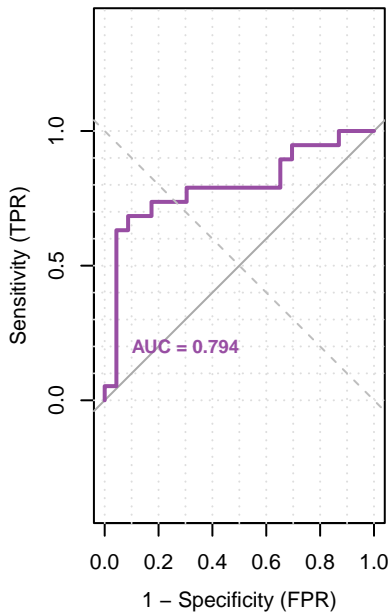
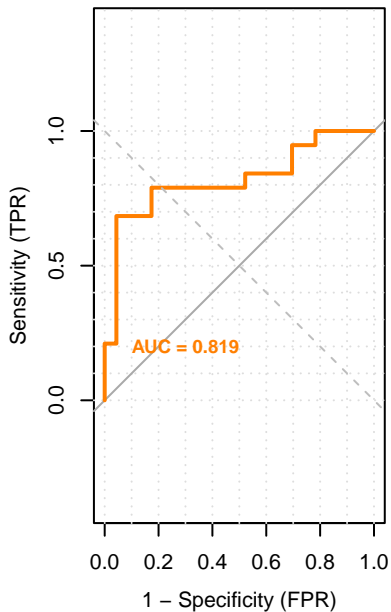


ROC for full.glm**ROC for backward.stepwise****ROC for forward.stepwise****ROC for lasso****ROC for ridge****ROC for gam**