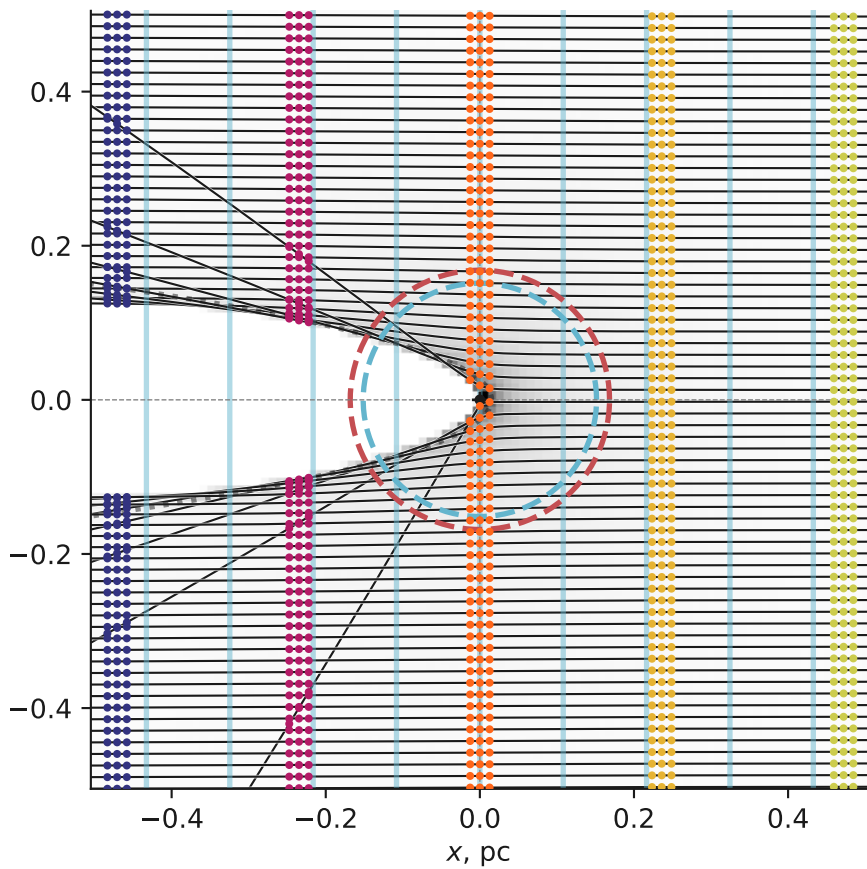


y , pc



x , pc