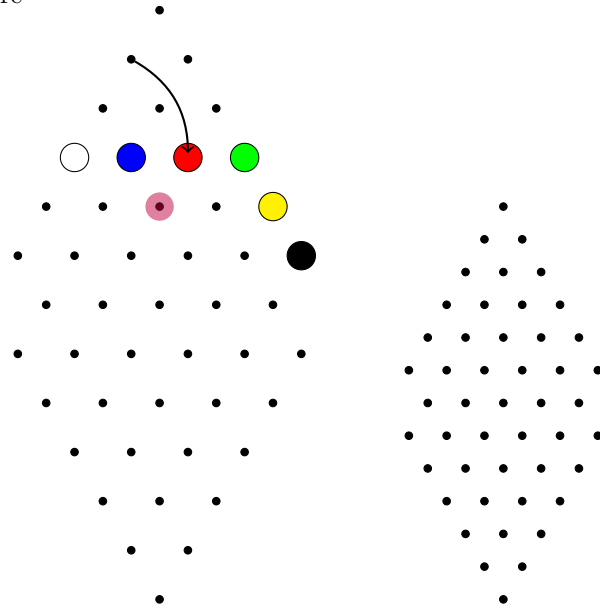


(sqrt(3.0))
before



after

