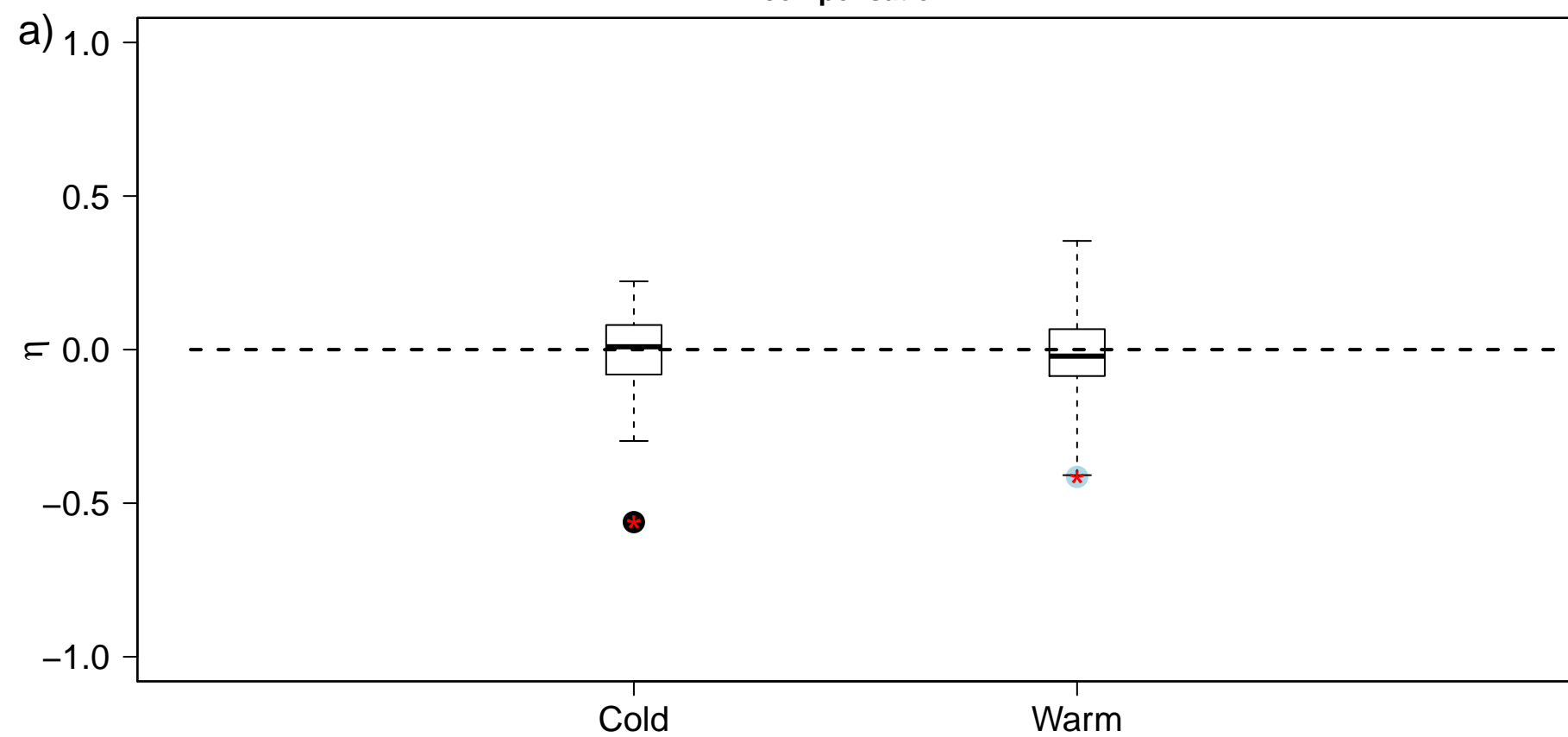


compensation



b)

