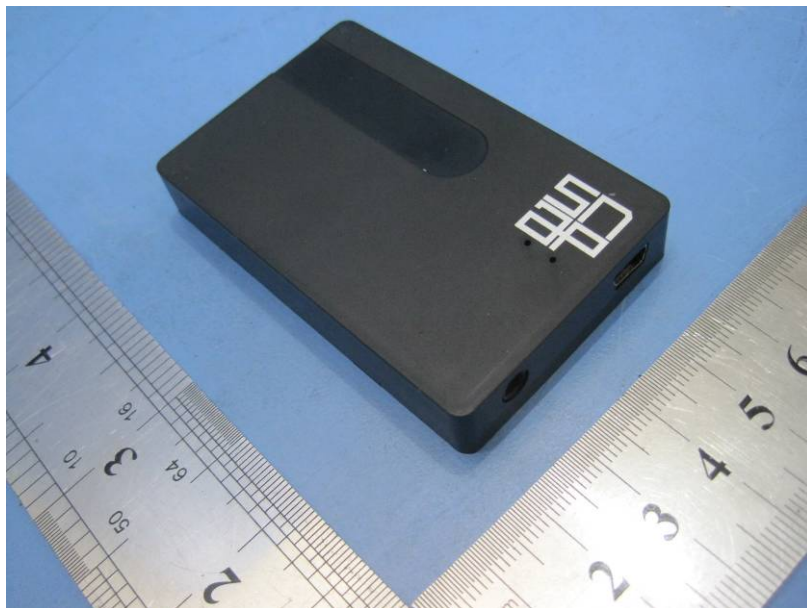


2.1 EUT – Component View



2.2 EUT – Appearance View1



2.3 EUT – Appearance View2

