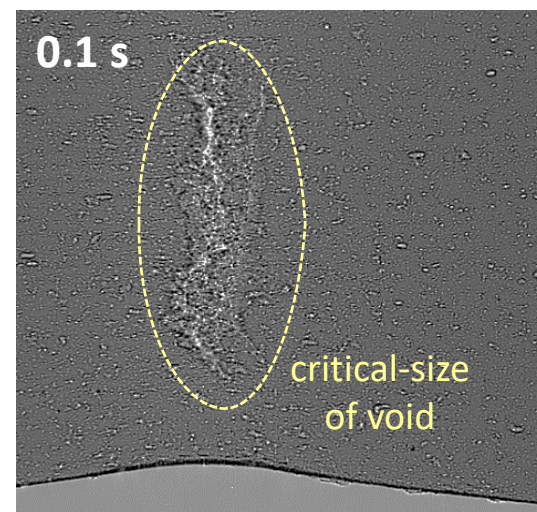
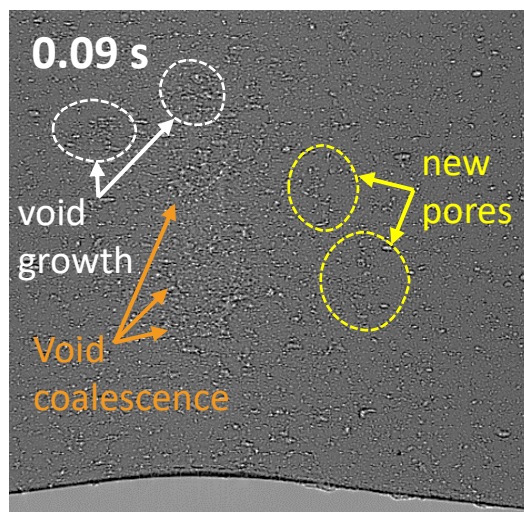
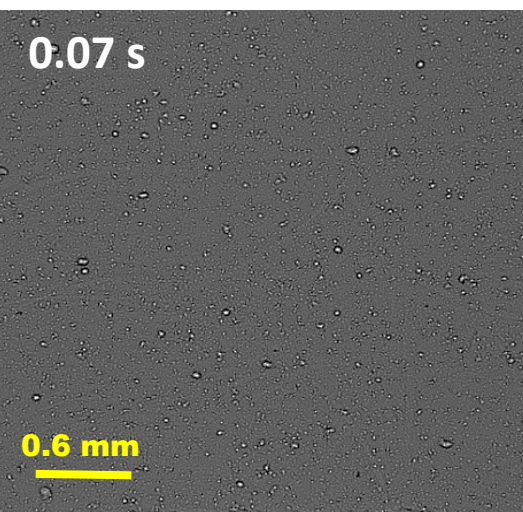


Quasi-static



Dynamic