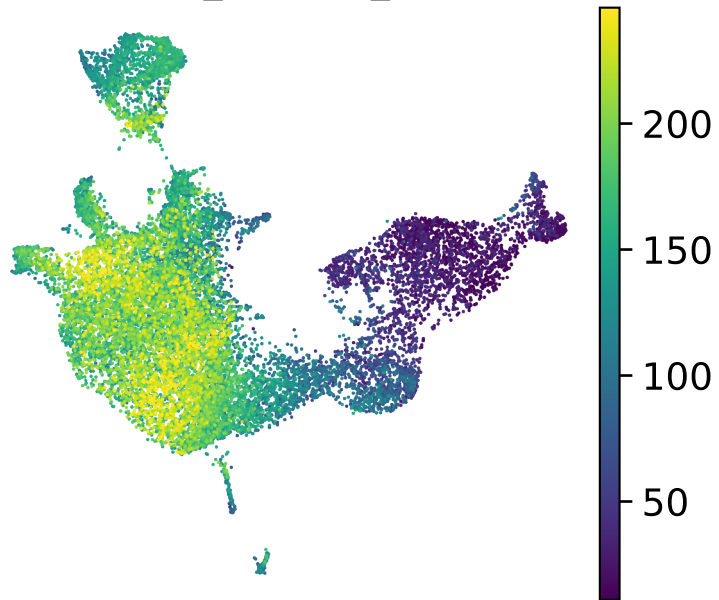


Fezf2\_induced\_num



Fezf2\_induced\_frac

