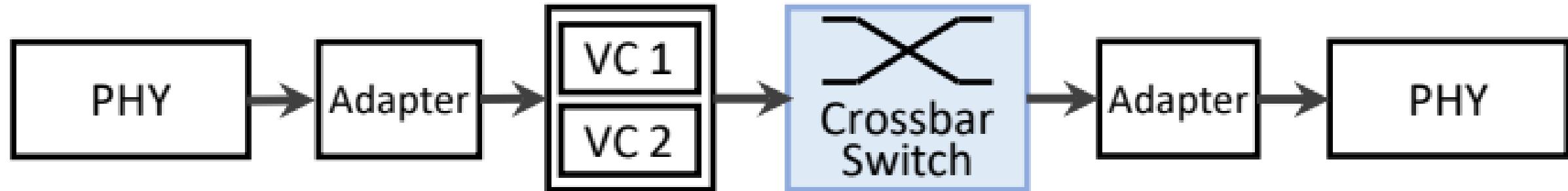


(a)

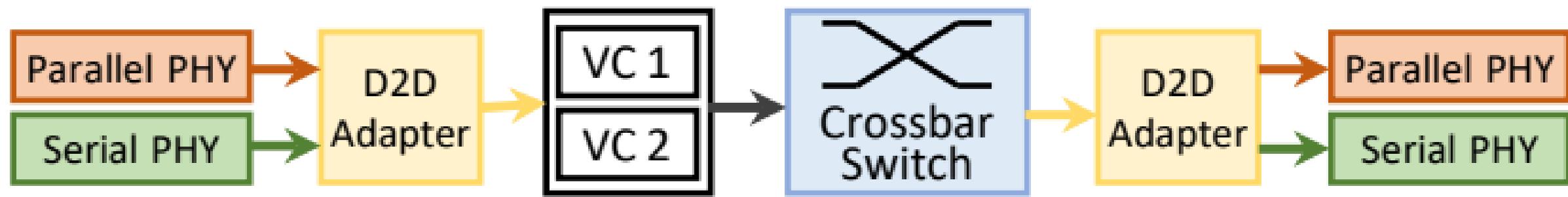


Input Ports

Input Buffer

Output Ports

(b)



(c)

