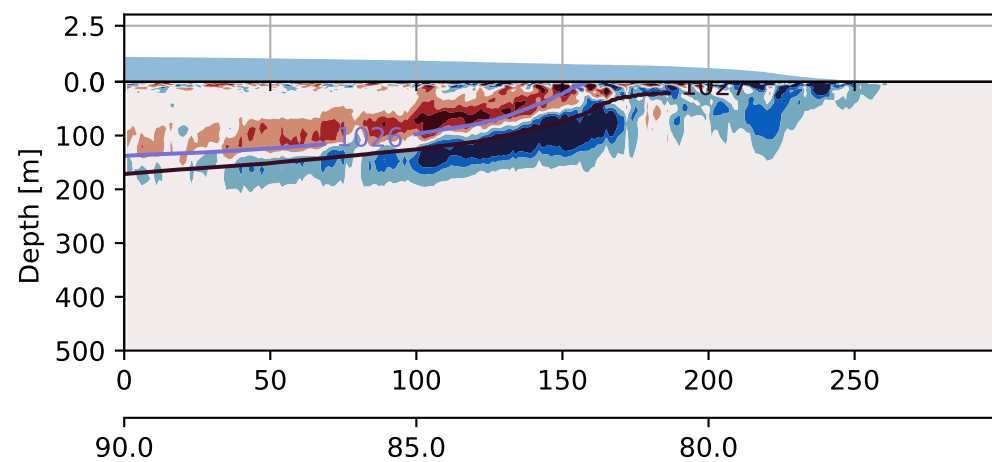
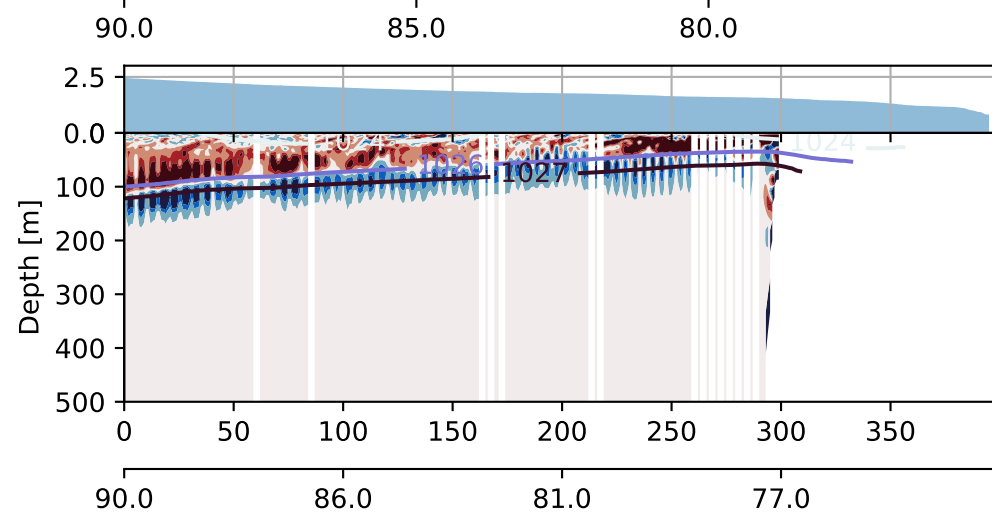
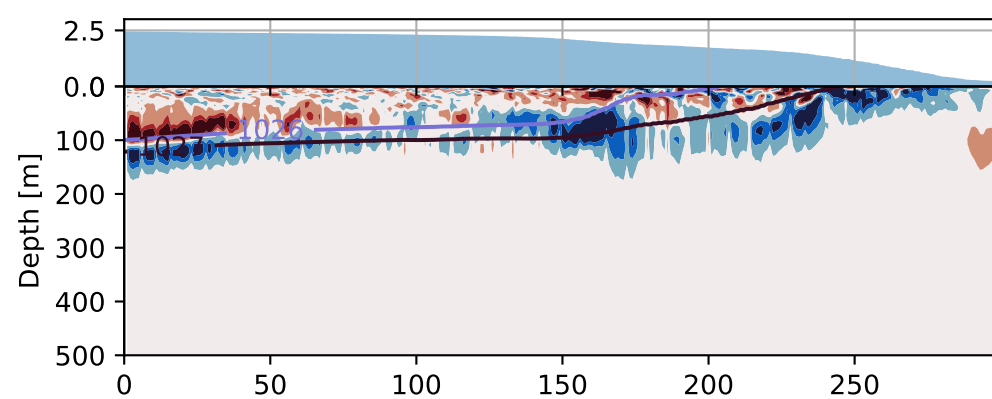
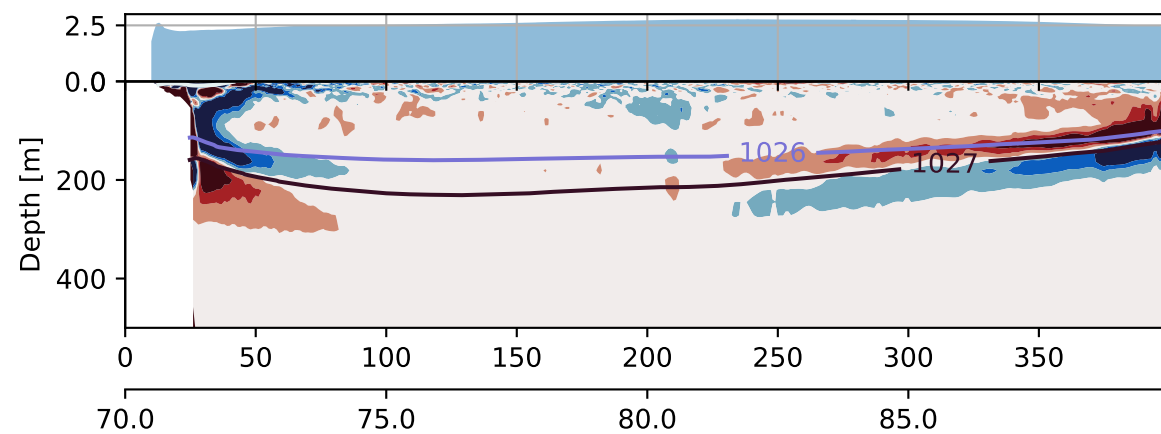


**REF simulation**



**FUT simulation**

