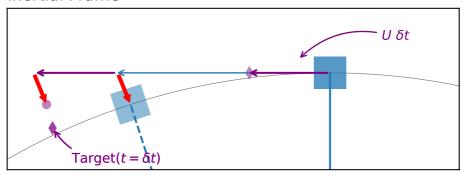
## **Inertial Frame**



## **Rotating Frame**

