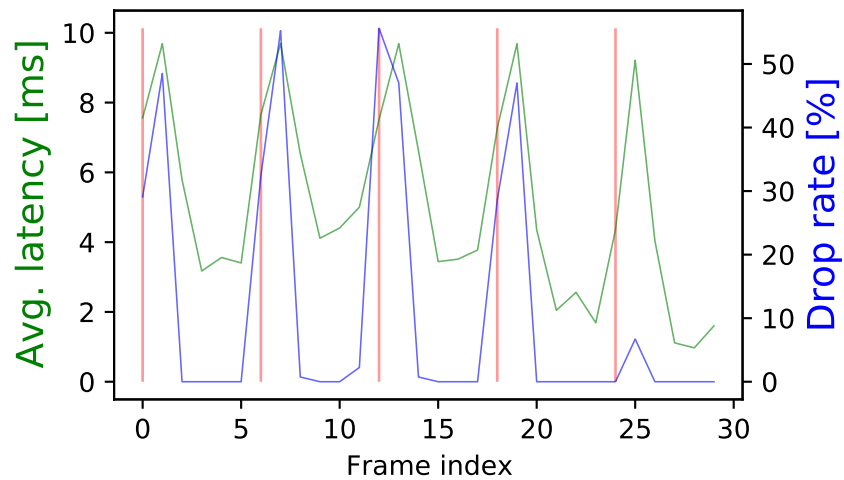
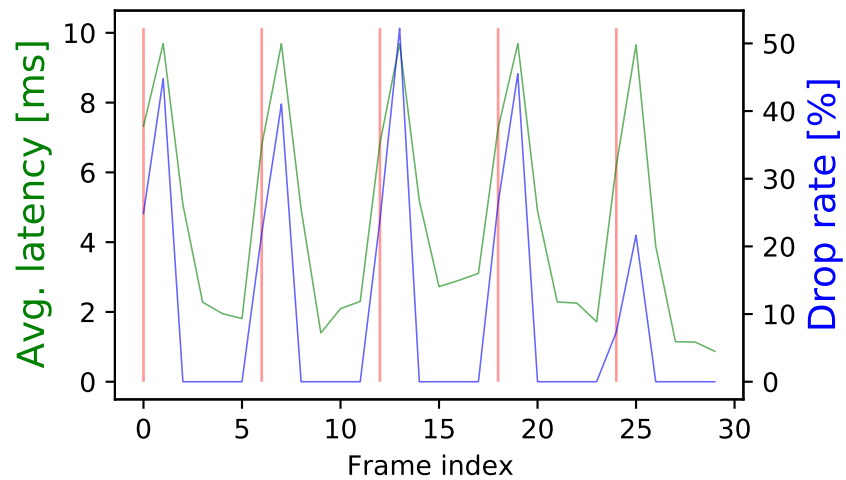


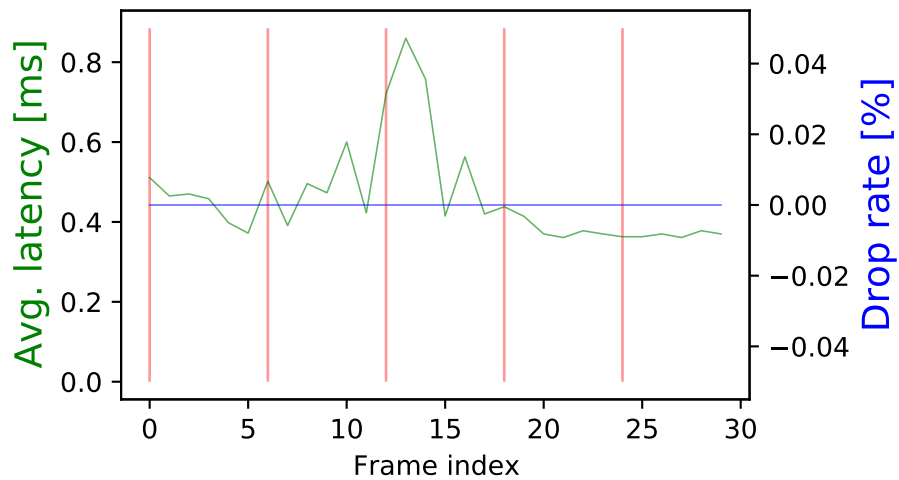
UE 0



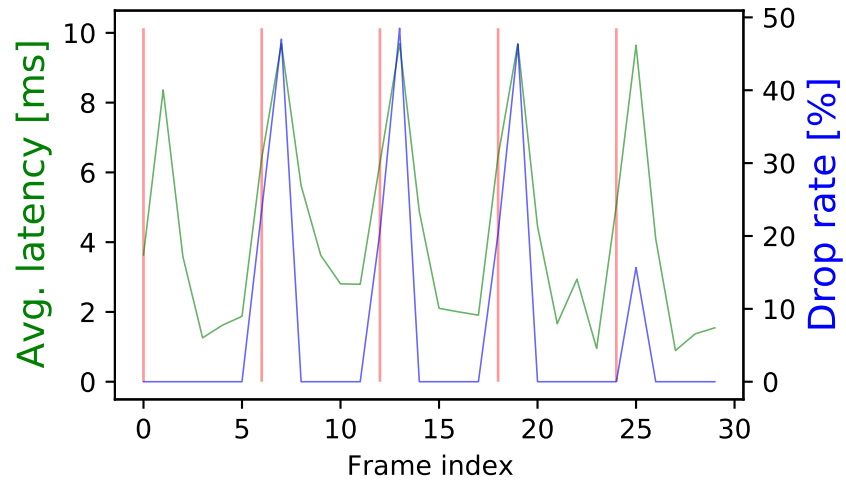
UE 1



UE 2



UE 3



I frame