

Dynamic

Static

X

Y

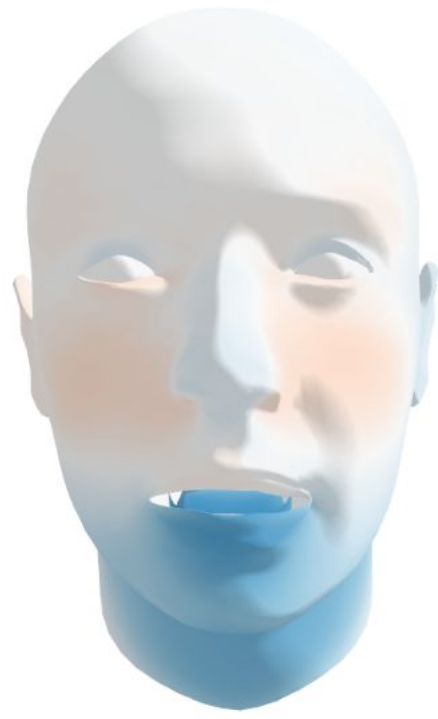
Z

X

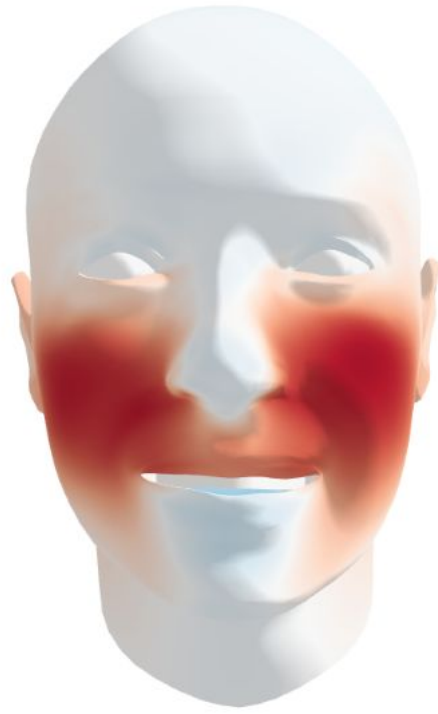
Y

Z

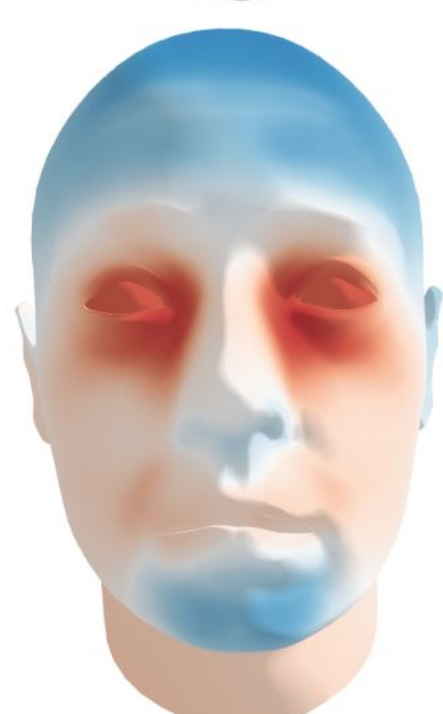
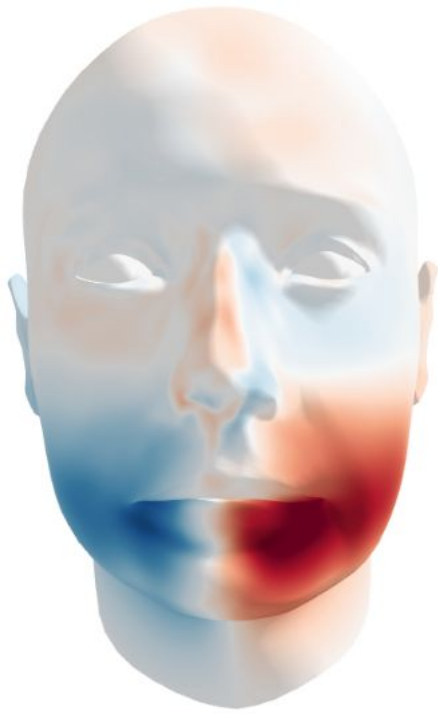
PC1



PC2



PC3



PC4

