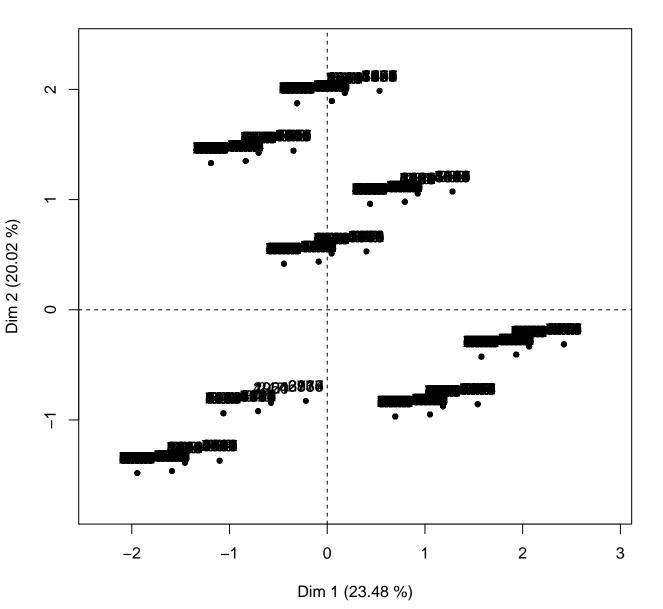
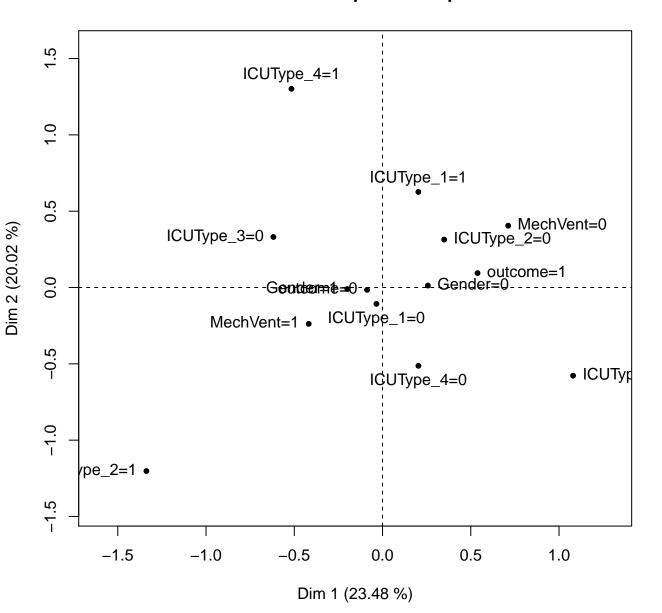
# Individuals component map





# **Squared loadings**

