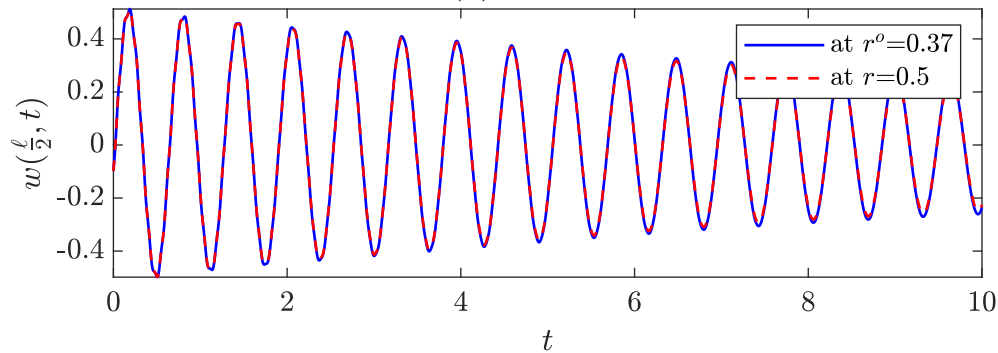


(b) Deflection



(a) Input

