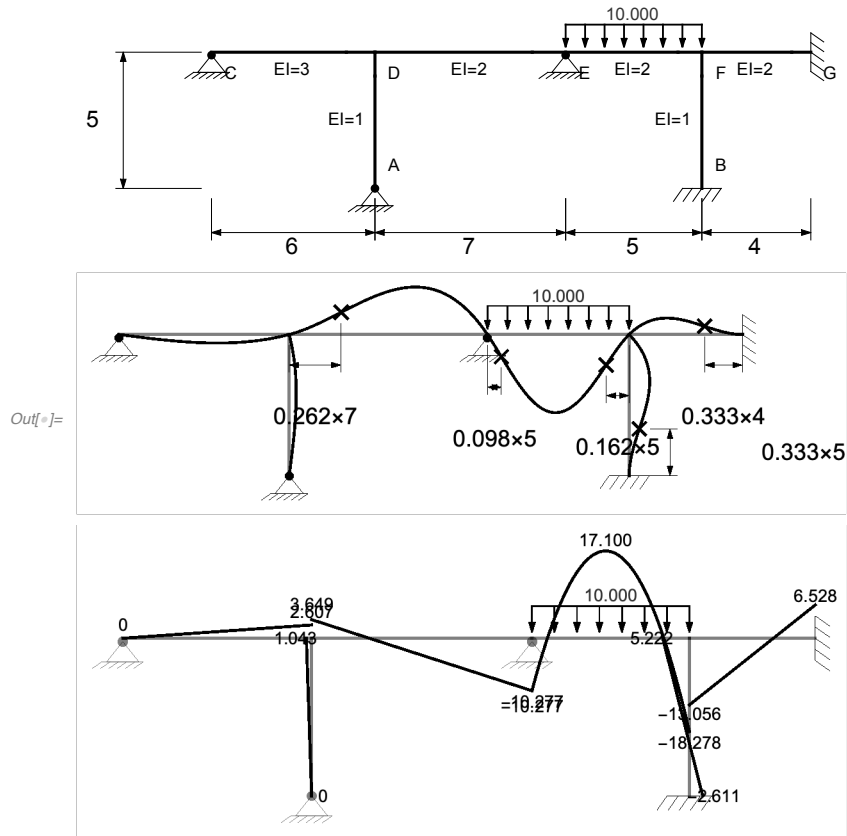
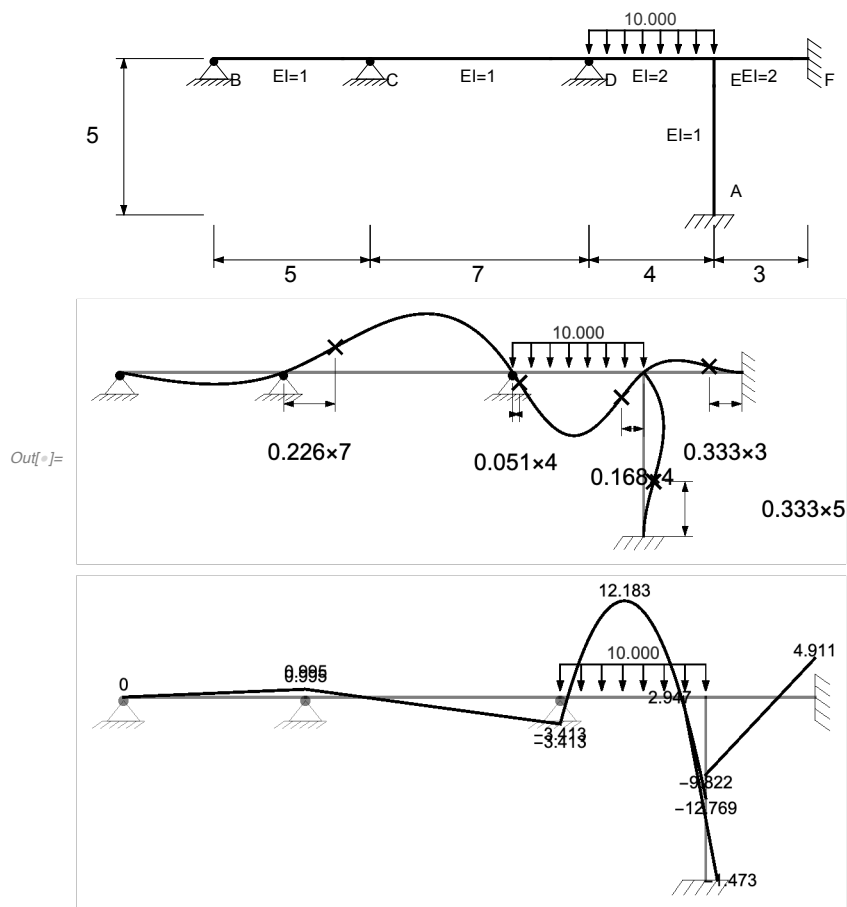


## Examples: uniform load

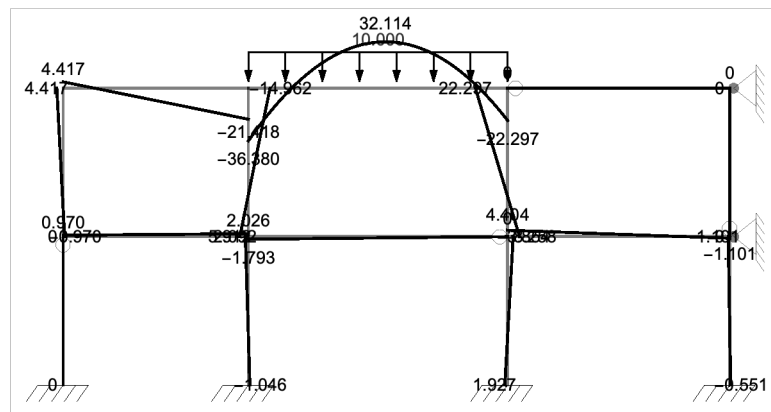
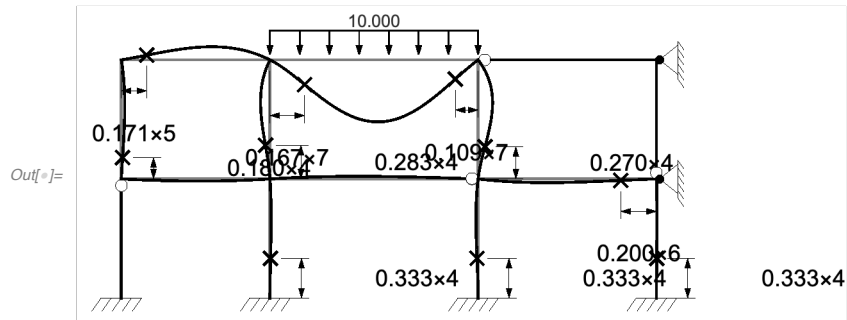
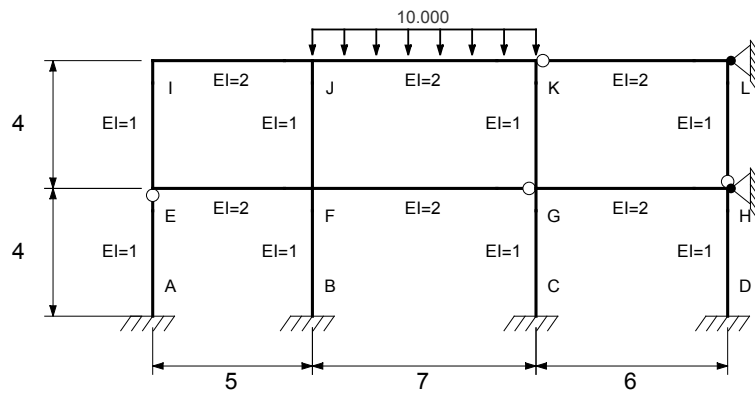
Ex



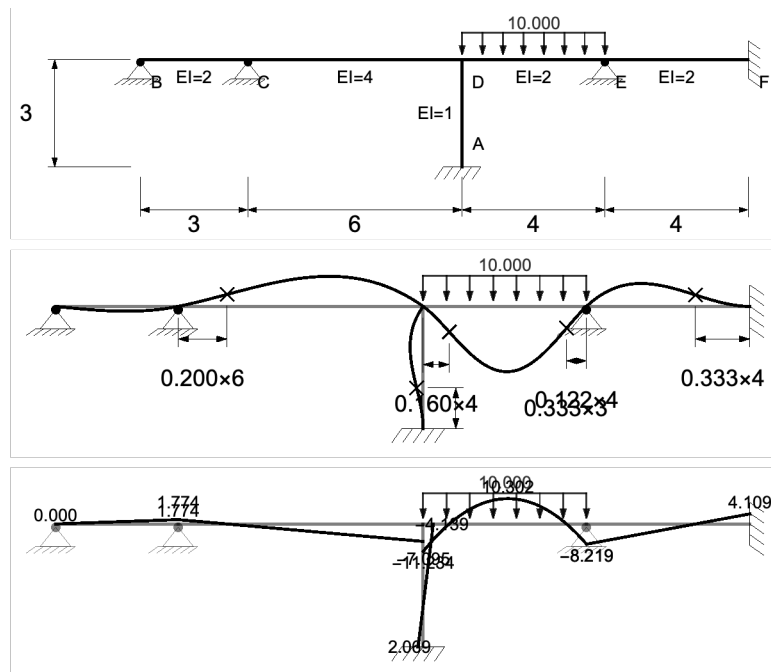
## Ex 1:



## Ex 2:



## Ex



## Ex 3: Manipulate