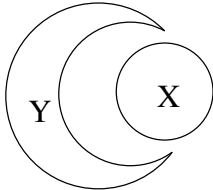
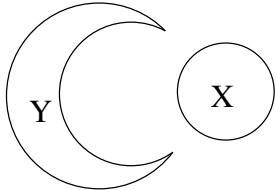


Inside(X, Y)



P-Inside(X, Y)



Outside(X, Y)