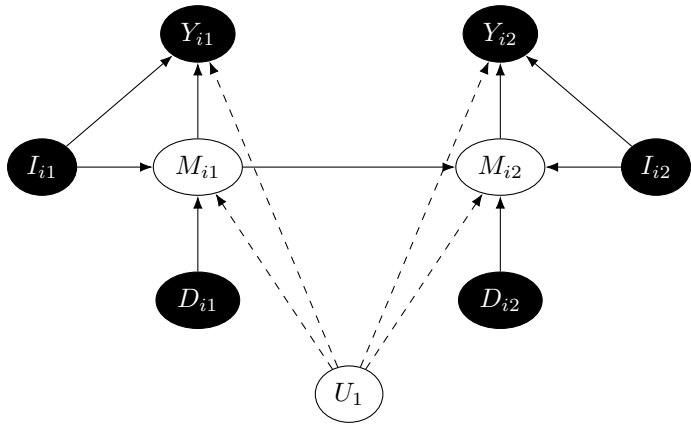


Time Fixed Effects



Unit Fixed Effects

