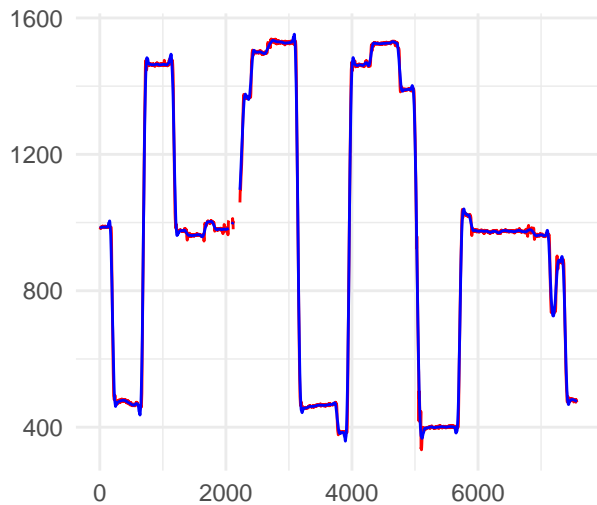


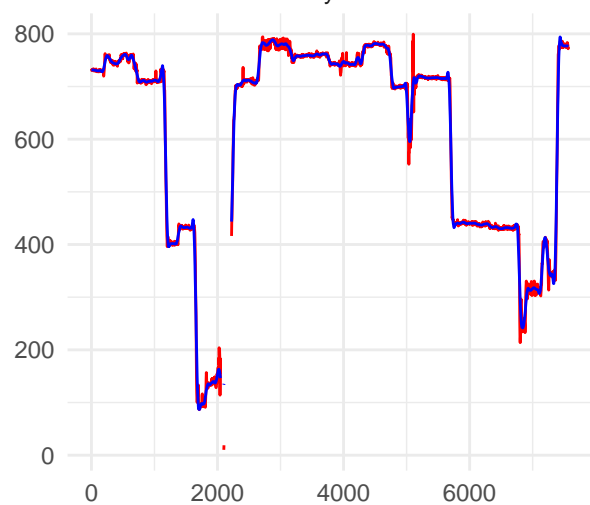
3

x



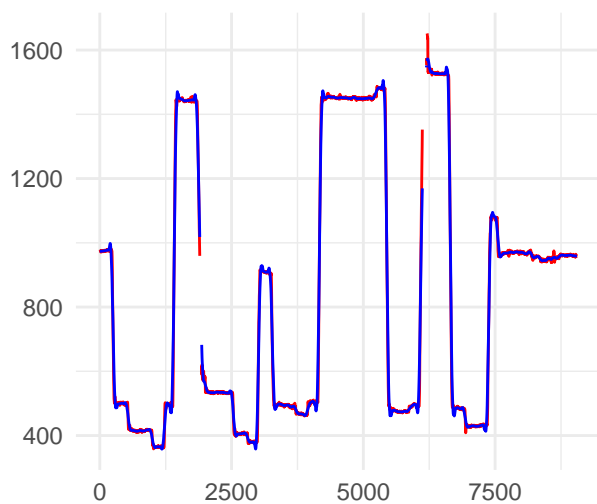
3

y



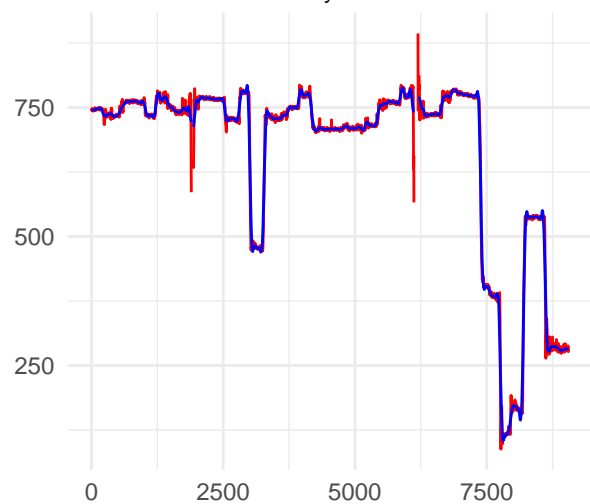
4

x



4

y



time