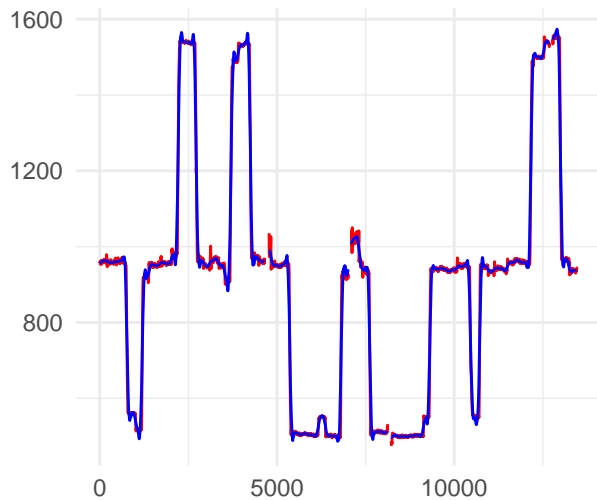


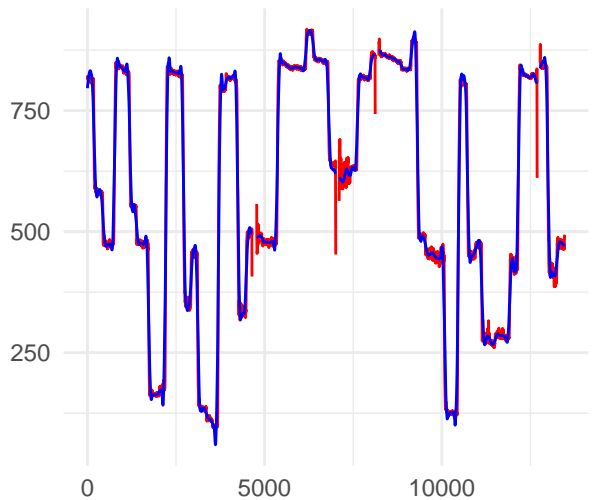
1

x



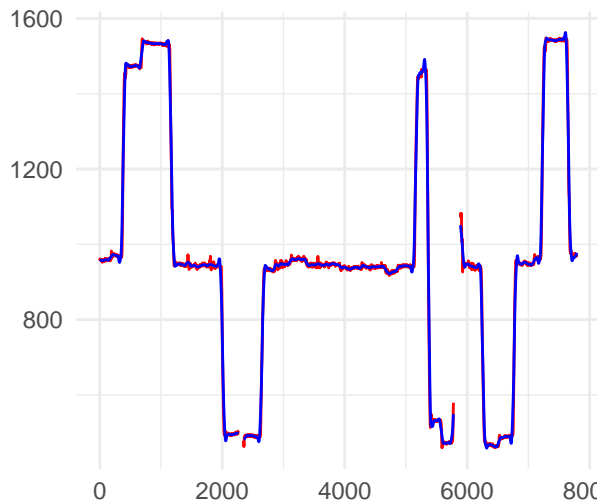
1

y



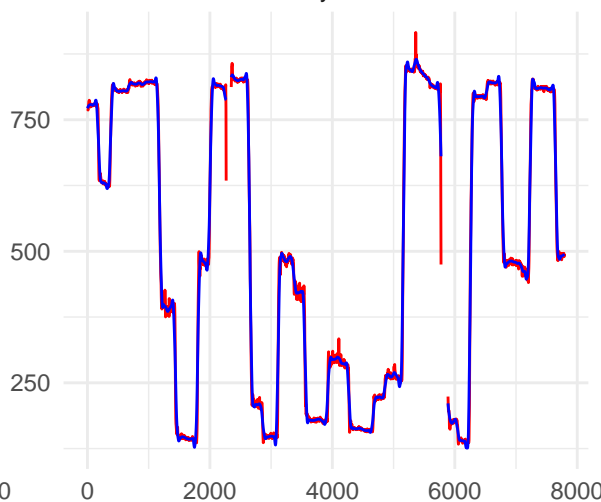
2

x



2

y



time