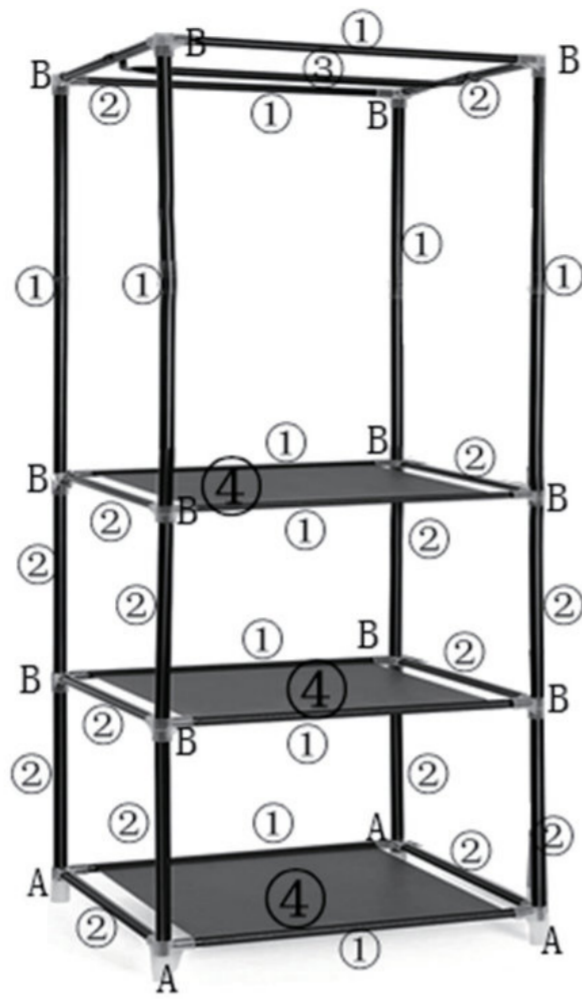


1.



Ax4



①x12



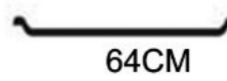
Bx12



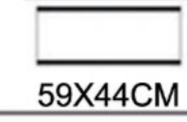
②x16



1

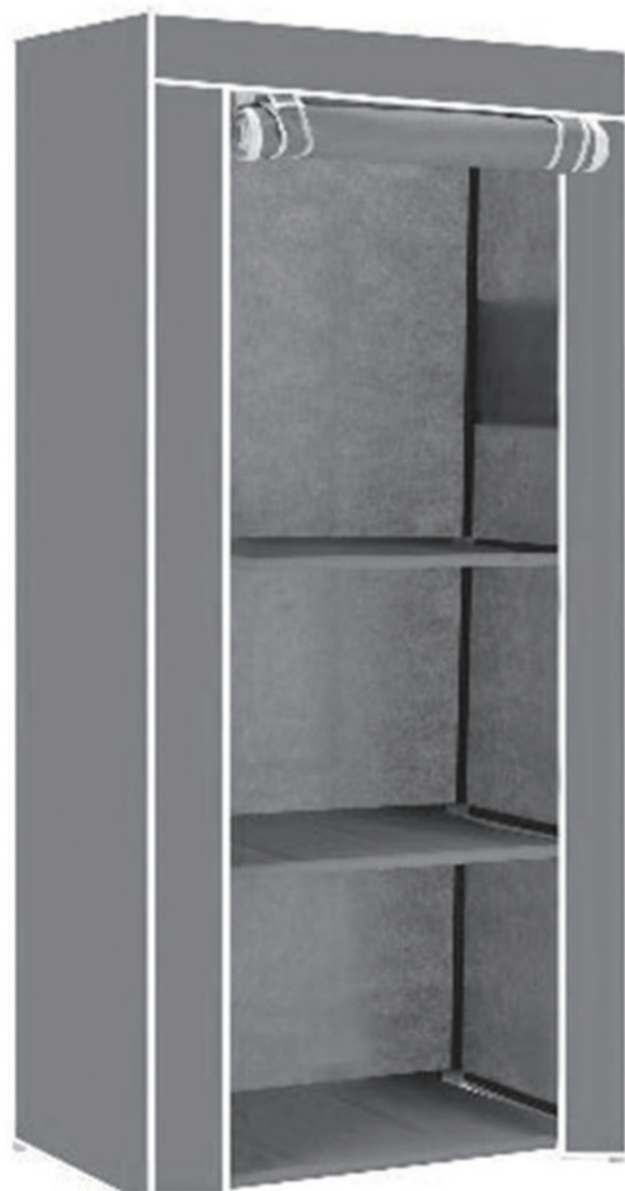


③x1



④x3

2.



3.

