













3



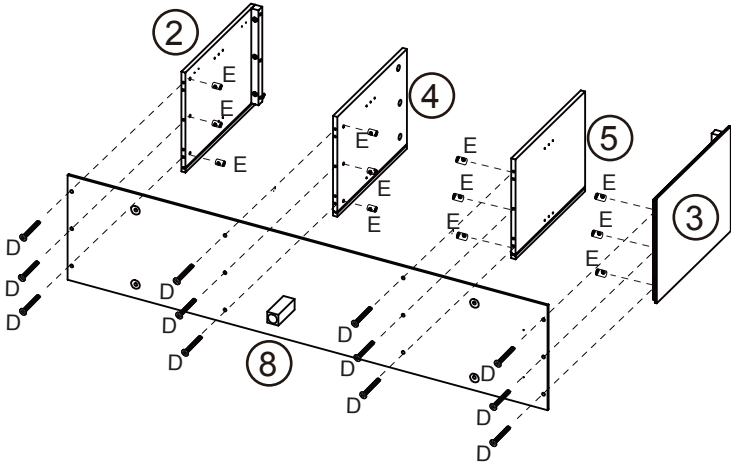
Ex12



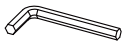
Dx12



Fx1



4



Gx1



Ux4



lx4



Jx4

