

# SURIL

Ax1



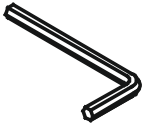
Bx2



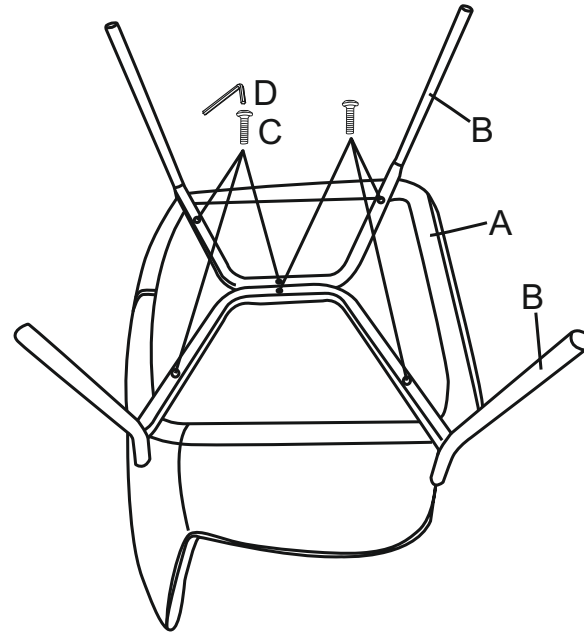
Cx6



Dx1



①



②

