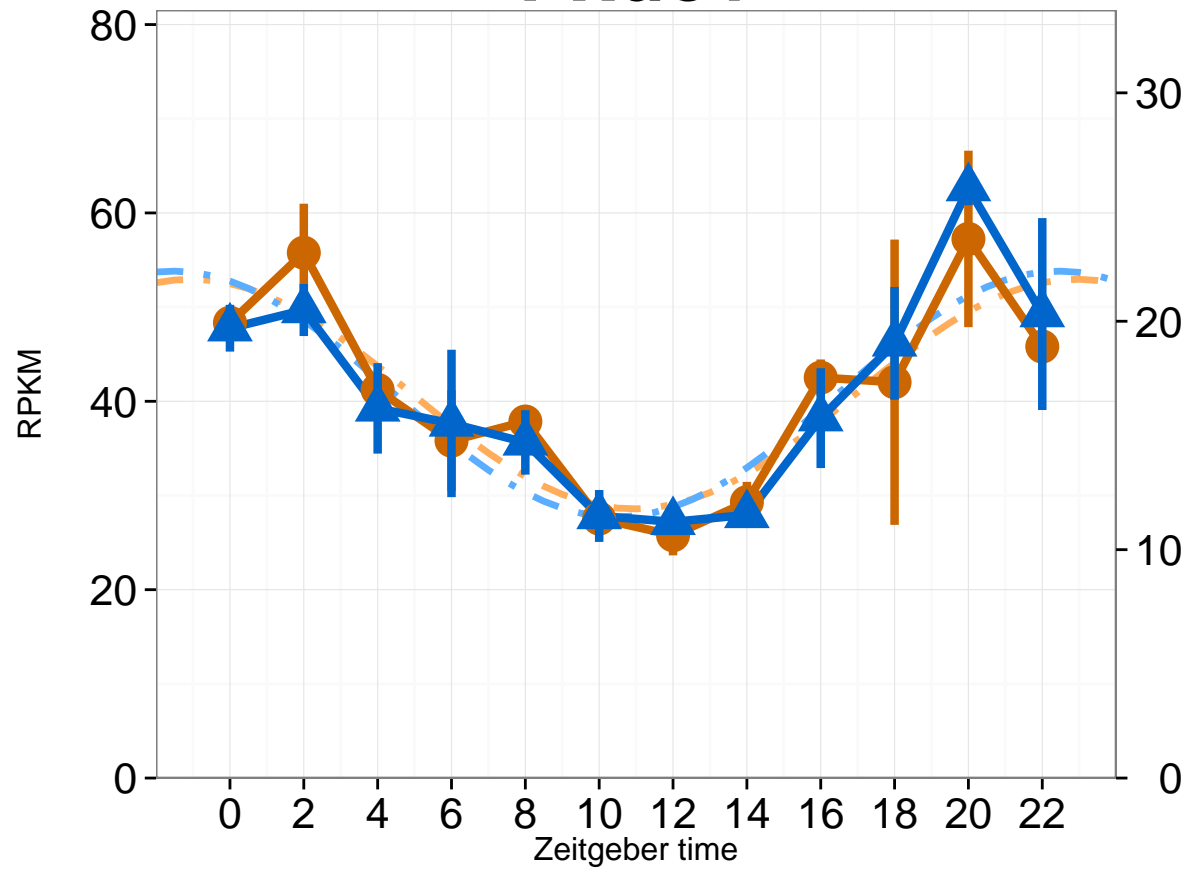


# Pxdc1



# Pxdc1

