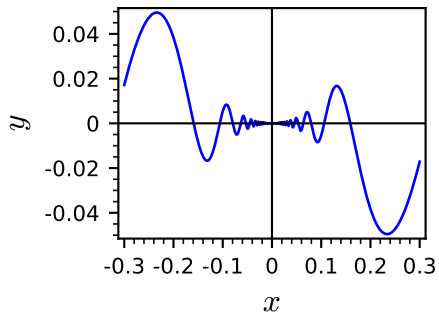


y 

1.5

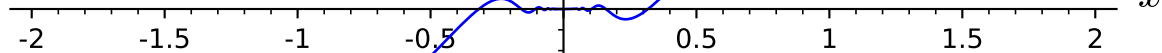
1

0.5

-0.5

-1

-1.5

 x 