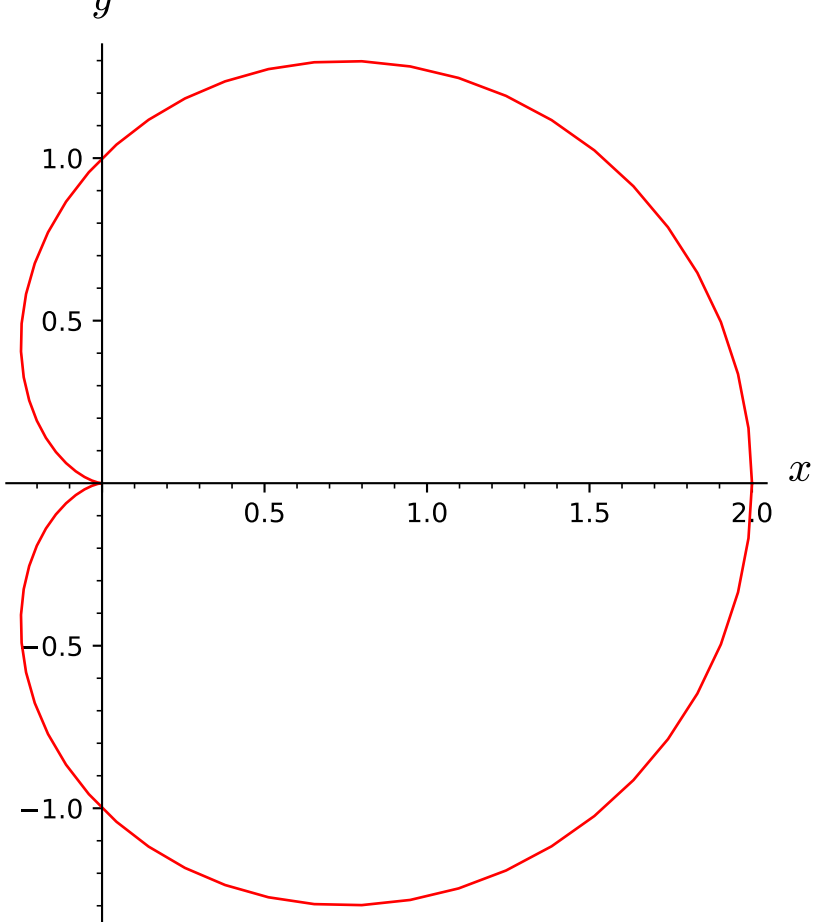

y
1.0
0.5
x
0.5
1.0
1.5
2.0
−0.5
−1.0