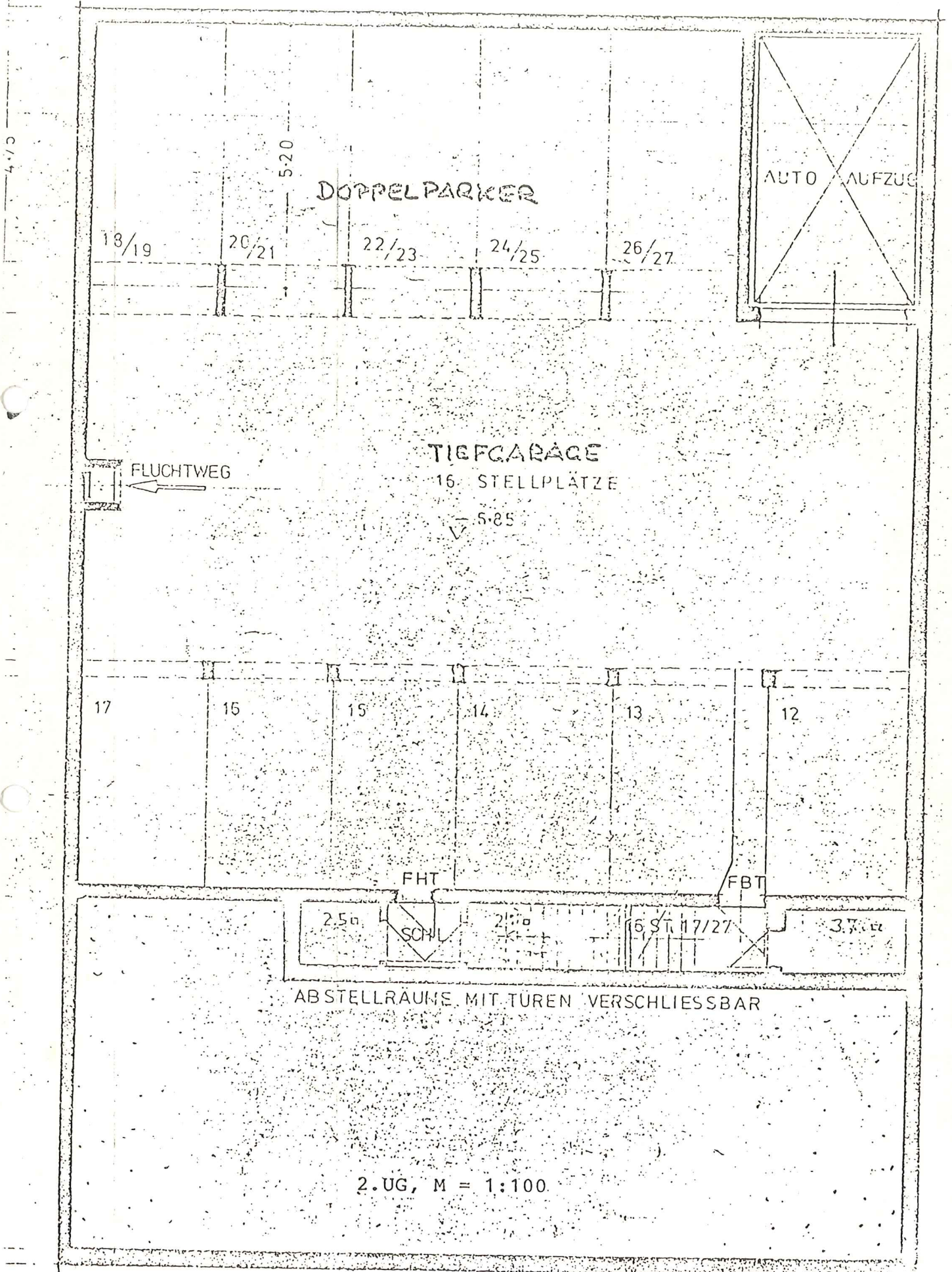


1.UG  
M=1:100





2.UG, M = 1:100