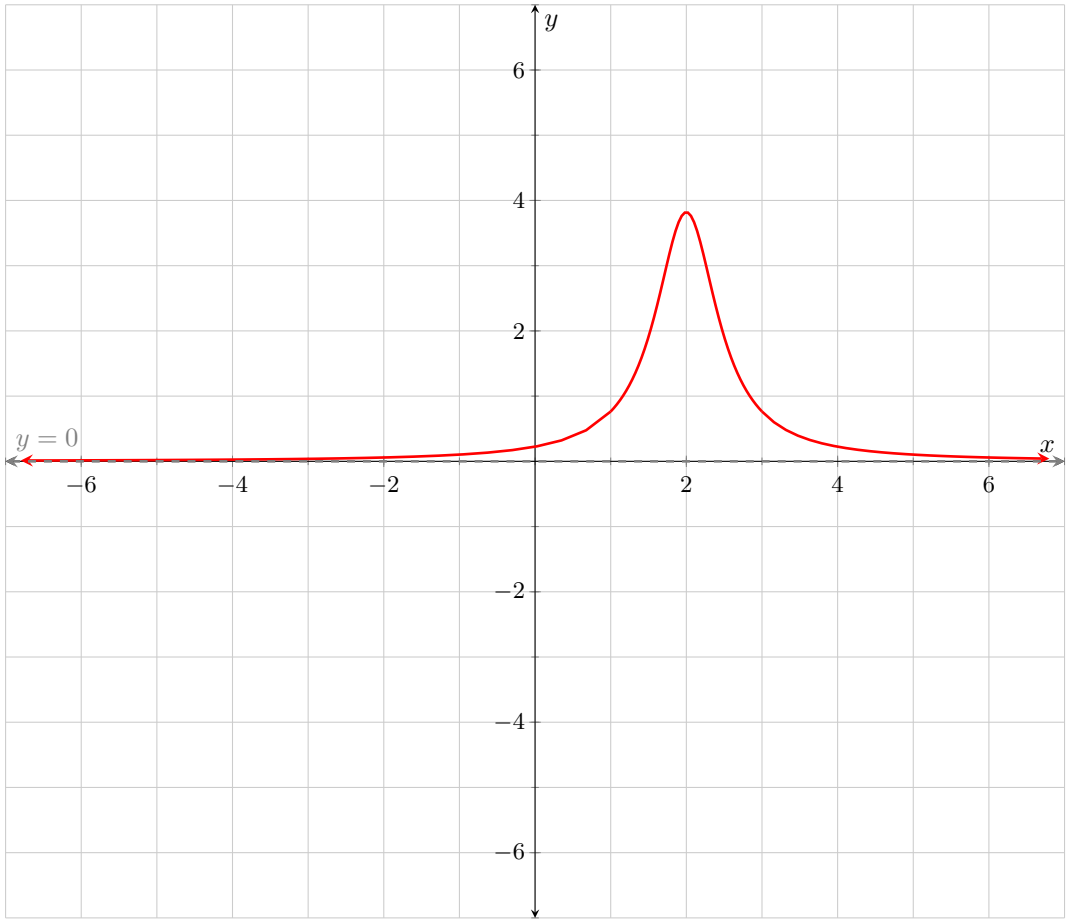

y
x
6
4
2
−2
−4
−6
−6
−4
−2
2
4
6
y = 0