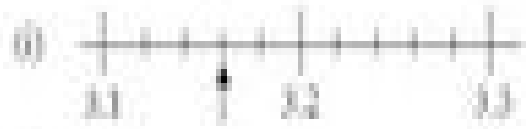


3. Read the value indicated by each pointer.



4. On a copy of the scale, mark as accurately as possible the given value.

