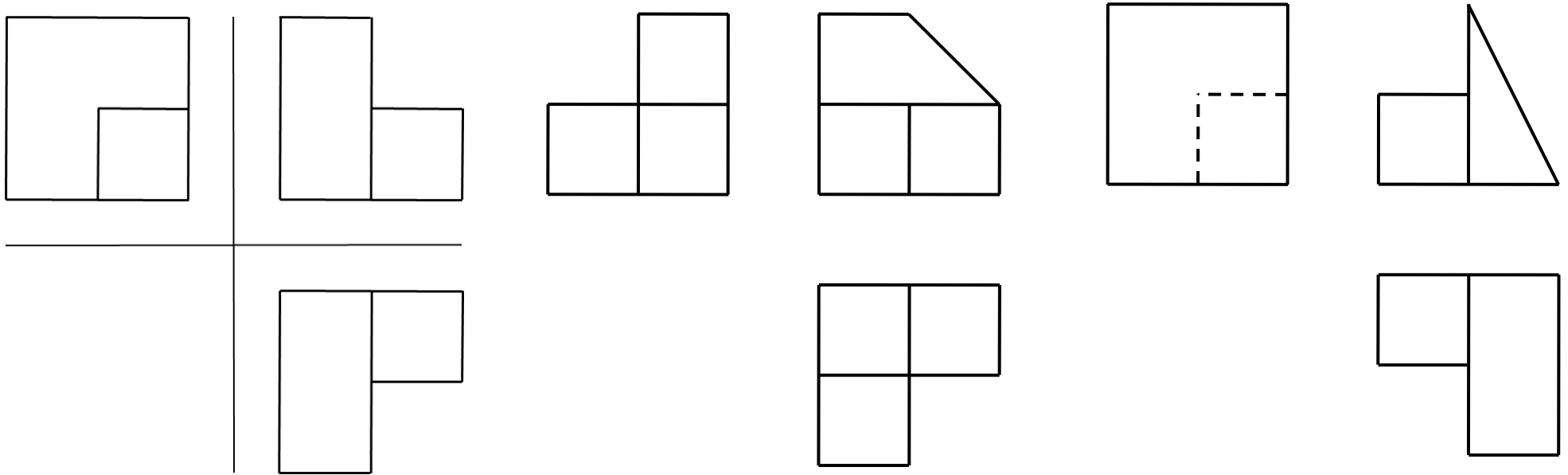


Using cavalier perspective, draw the objects defined by the following dihedral views:



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