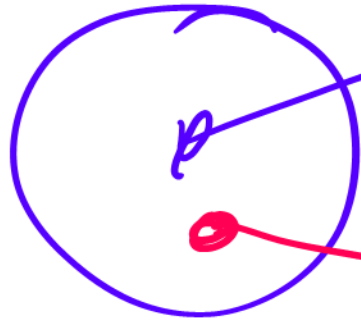


Comp

Y

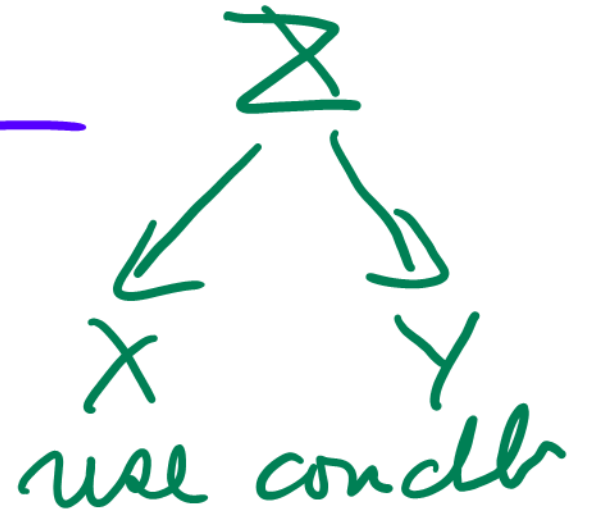
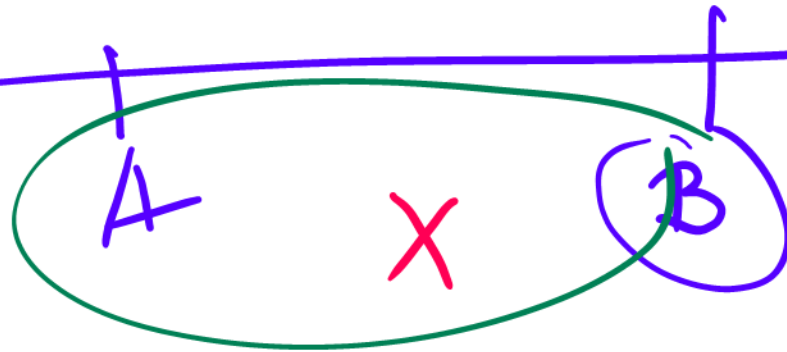


Hard

Overall

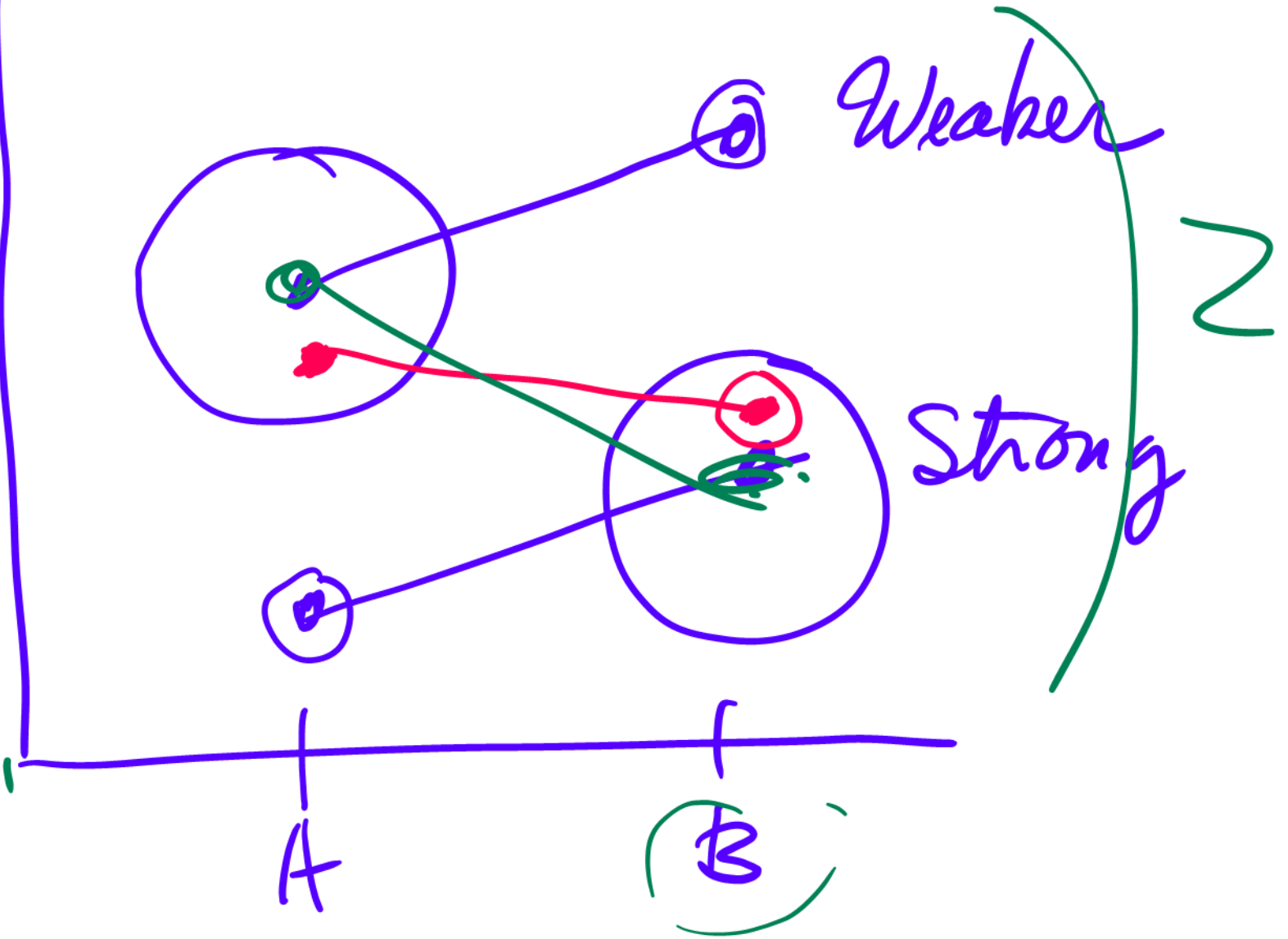
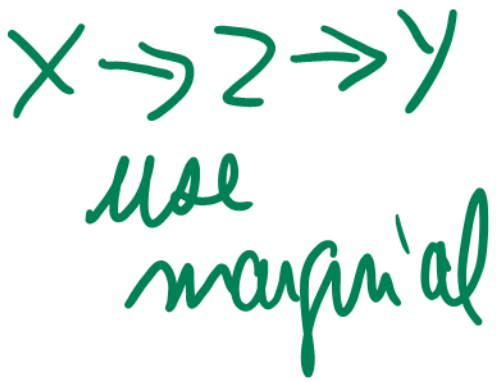
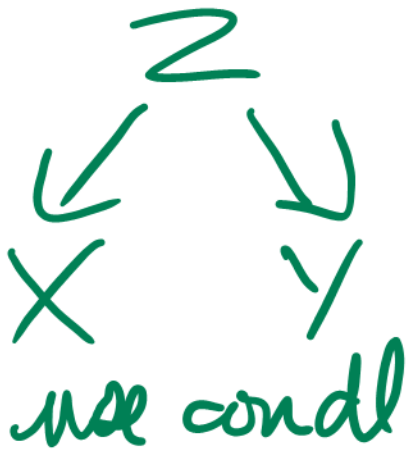
Easy

Z



X → Z → Y
use marginal

Failure



Weaker

Strong

