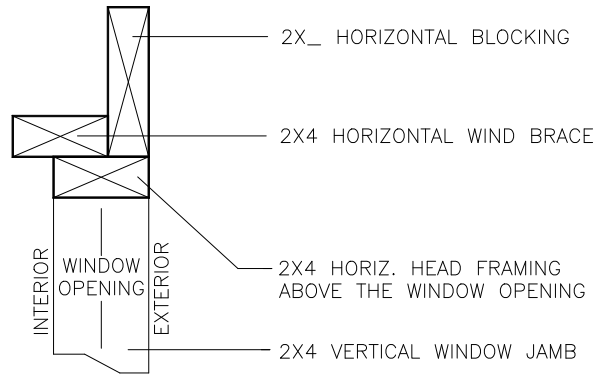
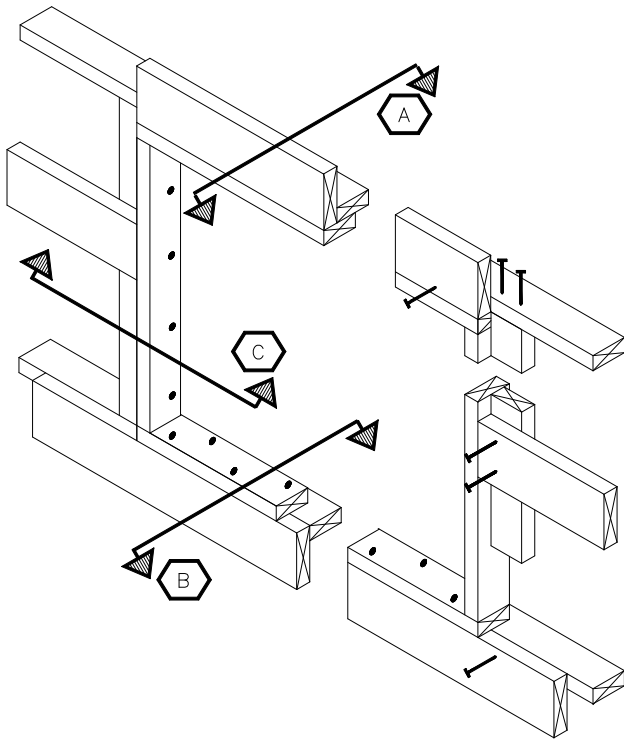
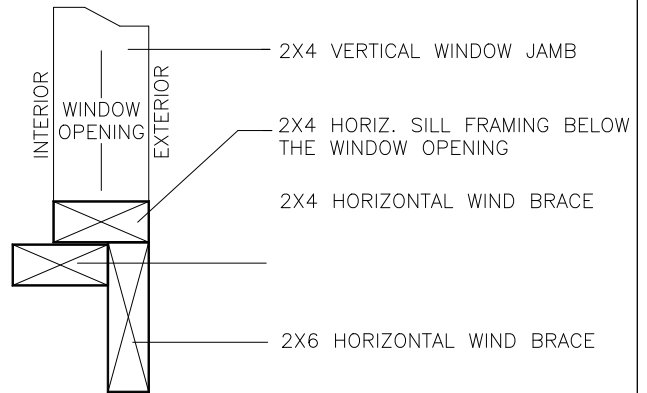


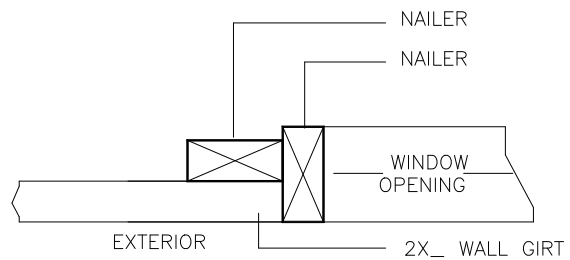
# Window



**A HEAD**



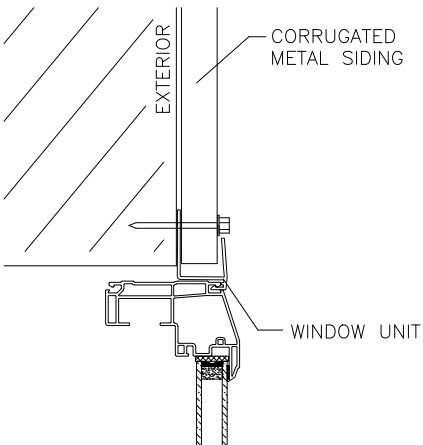
**B SILL**



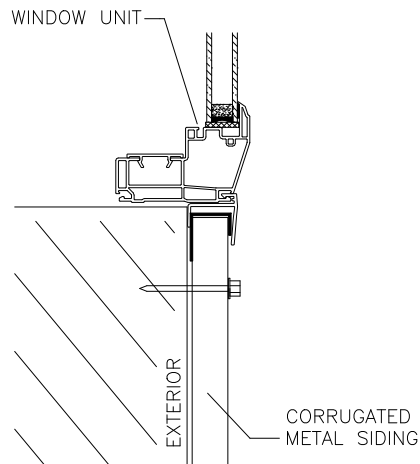
**C JAMB**

WINDOW FRAMING

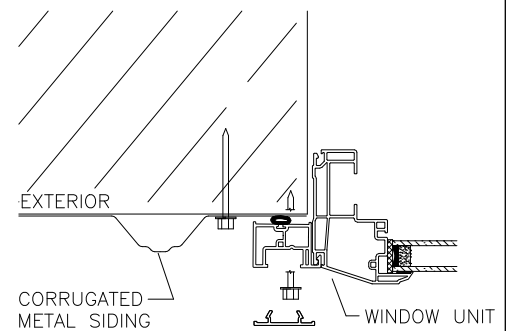
## HEAD



## SILL



## JAMB



WINDOW FLASHING