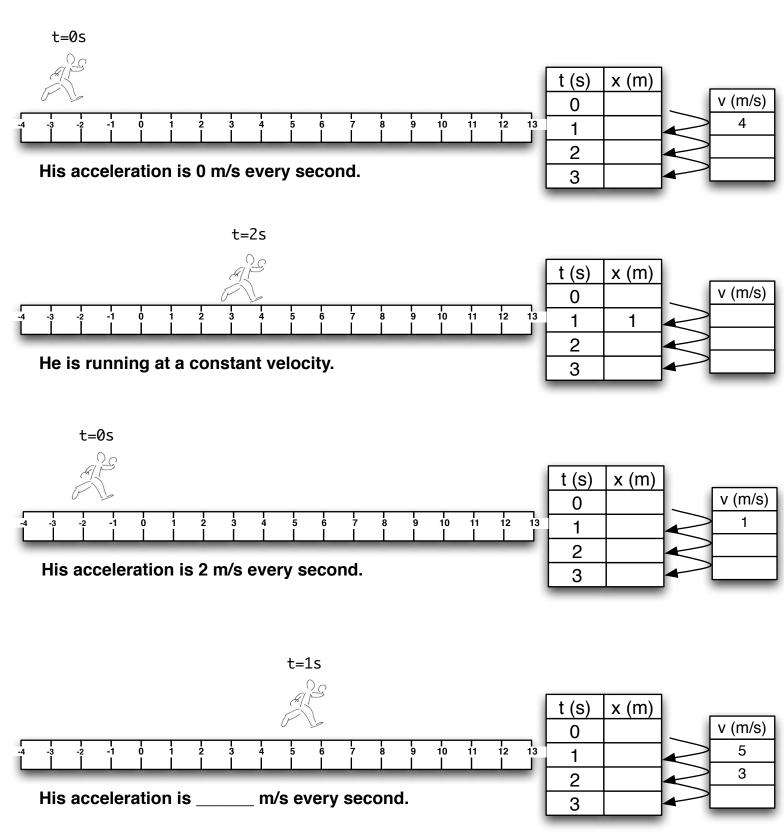
Track the FRONT of the object. Assuming the acceleration is constant, fill in the blanks, and draw the person at the other times.



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