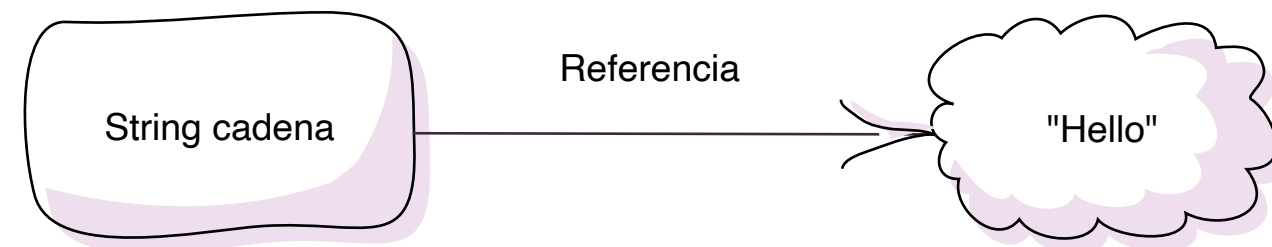


Variable de Referencia

Objecto



Primitivo

