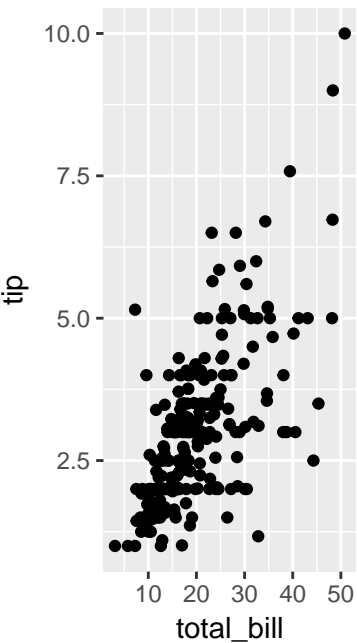
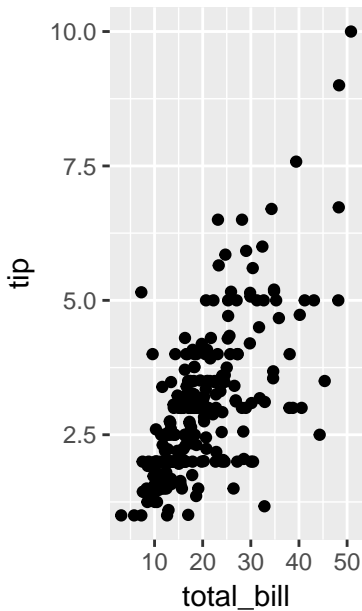


geom\_point

geom\_jitter –  
verwackelt

geom\_smooth

